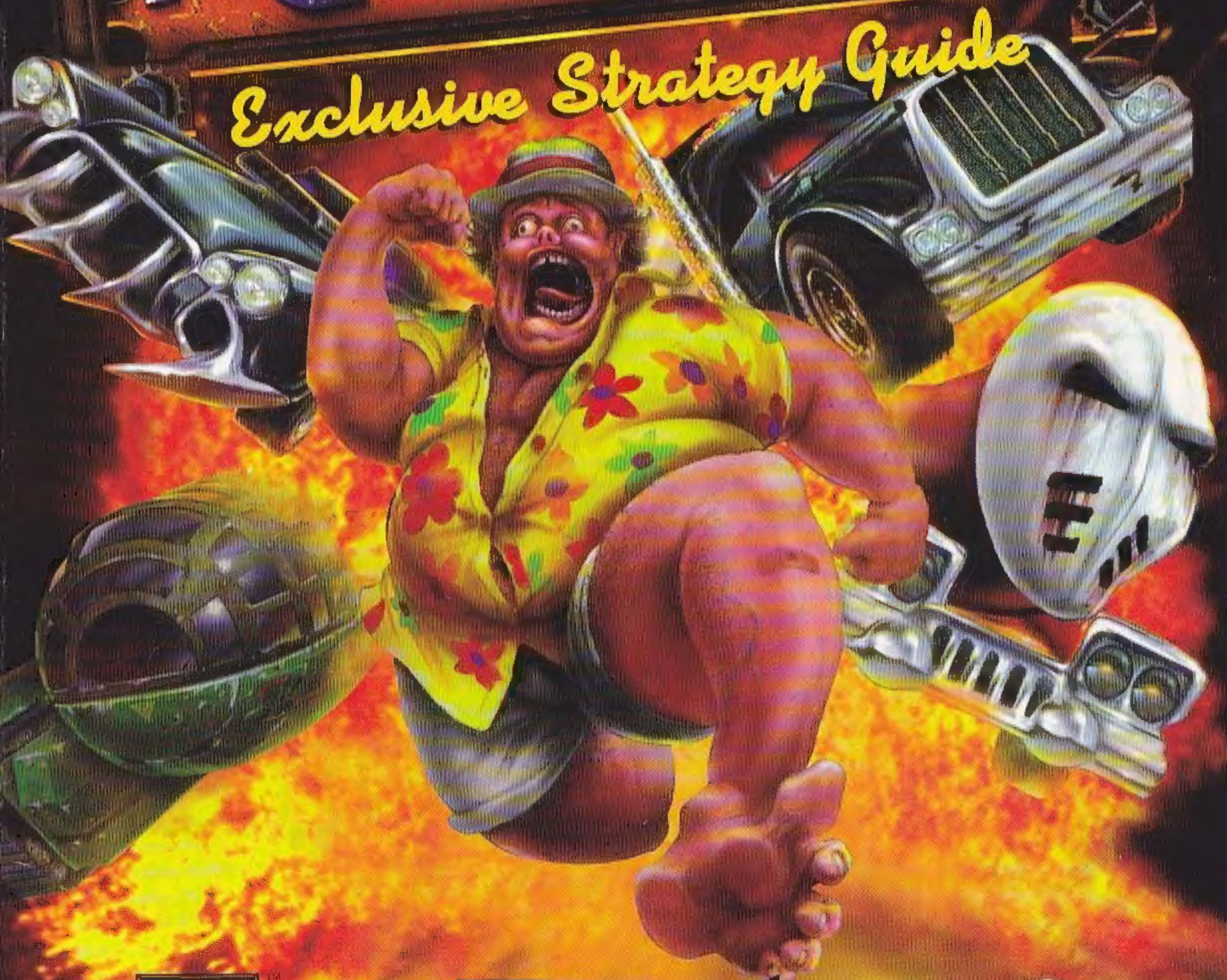


ROGUE TRIP

Vacation 2012

Exclusive Strategy Guide



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Vacation 2012

Exclusive Strategy Guide

Alex Erins



GW Press
A Division of GameWizards, Inc.
7085 Shady Oak Road
Minneapolis, MN 55344

www.gwpress.com

PUBLISHER
Shel Mann

ASSOCIATE PUBLISHER
Scott Grieve

ACQUISITIONS/DEVELOPMENT
Michael Koch

DESIGN/LAYOUT
Akeson Design

ROGUE TRIP VACATION 2012—EXCLUSIVE STRATEGY GUIDE

Published by
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A Division of GameWizards, Inc.
7085 Shady Oak Road
Minneapolis, MN 55344

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ISBN: 1-56893-934-5

Library of Congress Catalog Card Number: 98-87904

Printed in the United States of America

98 99 00 10 9 8 7 6 5 4 3 2 1

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Introduction

It's the year 2012. Famine and disease rage across the globe, as a world ravaged by our own excesses grinds to a halt...but hey! Don't let that get you down! Take a vacation! Big Daddy's got just the thing for you—a vacation at one of his posh destinations. First, you'll fly first class into XLAX, then it's on to vacation wonderlands across the country. What's that? Short on cash? Oh...well, how about this:

Strap into the backseat of one of the Auto-Mercenary Association of America's armored vehicles, and crash Big Daddy's party instead. Why pay big bucks when you can blast your way in and see all the sights for chump change? Dangerous? Sure it is, but then, so is crossing the street. So grab your helmet and bring your camera—it's time for a rogue trip!

Rogue Trip takes you on a wild ride through twelve of Big Daddy's vacation destinations. You take on the challenge of becoming an Auto Mercenary, driving your choice of locked and loaded vehicles as you try to fight your way through to face Big Daddy himself.

This guide will give you all the info you need for your trip: Basic Driver's Ed to show you the ropes, a Souvenirs guide to show you what to collect on your trip, even a Rogue Gallery with info on each and every available Auto Mercenary. But we don't stop there, you also get full walkthroughs for each location, as well as cheat codes and wicked combo moves to make your trip a personally fulfilling joy ride. Sound good? Hop in—become a passenger, or sit there and be roadkill!

Acknowledgments

No strategy guide comes together by itself, and this one is no exception. Special thanks to Scott Campbell of SingleTrac for his valuable input and support throughout the project. We couldn't have done it without you, Scott. Also, special thanks to Eric Akeson, Shannon Sanders and Michael Koch, who worked long, hard hours to bring this project together. Thanks, guys! Lastly, extra special thanks to you, the reader. We do it all for you—enjoy the book!

About the Author

Alex Erins is a freelance author who has written for various gaming-related publications. *Rogue Trip* is his first foray as an author into the strategy guide arena, although he has contributed material for other guides in the past. He plans to continue his strategy guide writing career, assuming he can recover from late-night binges of caffeine (he is currently in caffeine detox at a hospital near his home) and radiation burns caused by rogue-tripping too close to the TV for hours on end.

Part I

Packing a punch

Once you've strapped yourself in with an Auto Mercenary, your idea of a fun vacation is about to radically change. Before you head out to do battle with Big Daddy's forces (and the other Auto Mercenaries), you need some solid information about what you'll face. Some would say that it's a war out there. At the AA of A, we say it's just another day at the beach.

This part is full of vital information. First, the Basic Driver's Ed section will cover getting your vacation underway, and it includes information on all the interfaces, controls, and screens you'll need to navigate. Next, the Souvenirs section covers all the weapons, items, and areas you'll find on your trip. Finally, the Rogue Gallery contains information on every Auto Mercenary you'll face, including Big Daddy himself!



Basic Driver's Ed

Basic Driver's Ed

Before you get rolling, you'd better be sure you explore all your options. There are several different game modes, plus you'll want to set up your controls just the way you want them. This section covers all that and more, including some basic tactics to use once you hit the road.

Getting Started

From the main menu, select the Options menu. This is where you can configure the game to your taste.



Options



Once you've accessed the Options menu, you'll see several choices. In addition, pressing the MORE button (the circle) will lead to several other options. All of the options are listed here for convenience.

- Difficulty**—How tough of a *Rogue Trip* are you up for? There are three choices here—Low Grade, High Octane, and Nitro—that differ in the regeneration speed of weapons and objects in the game (Low Grade items regenerate faster than in Nitro games), the intelligence and aggressiveness of the AI (Low Grade Mercs don't use as many combo moves, fire less frequently, and don't attack as they do in Nitro mode), and they may limit the levels that can be played (in Low Grade mode, you can only play up through Neon Nightmare). Select the one that suits you to continue.

- Controller**—This is the screen where you customize your controls. Select controller 1 or 2, then customize them from the following screen.





...the game menu, you can press the **Left Stick** to move the cursor to the **Dual Shock** option. Press the **Enter** button to select it.

How to Turn Dual Shock On or Off

- **Dual Shock**—Assuming that you are playing in two-player mode, this option allows you to turn the Dual Shock feature on or off for either player. That way, you can be the one who doesn't like Dual Shock while the other player enjoys it.



- **Credits**—Shows the credits for the Rouge Trip.

- **Intro**—Plays the intro.

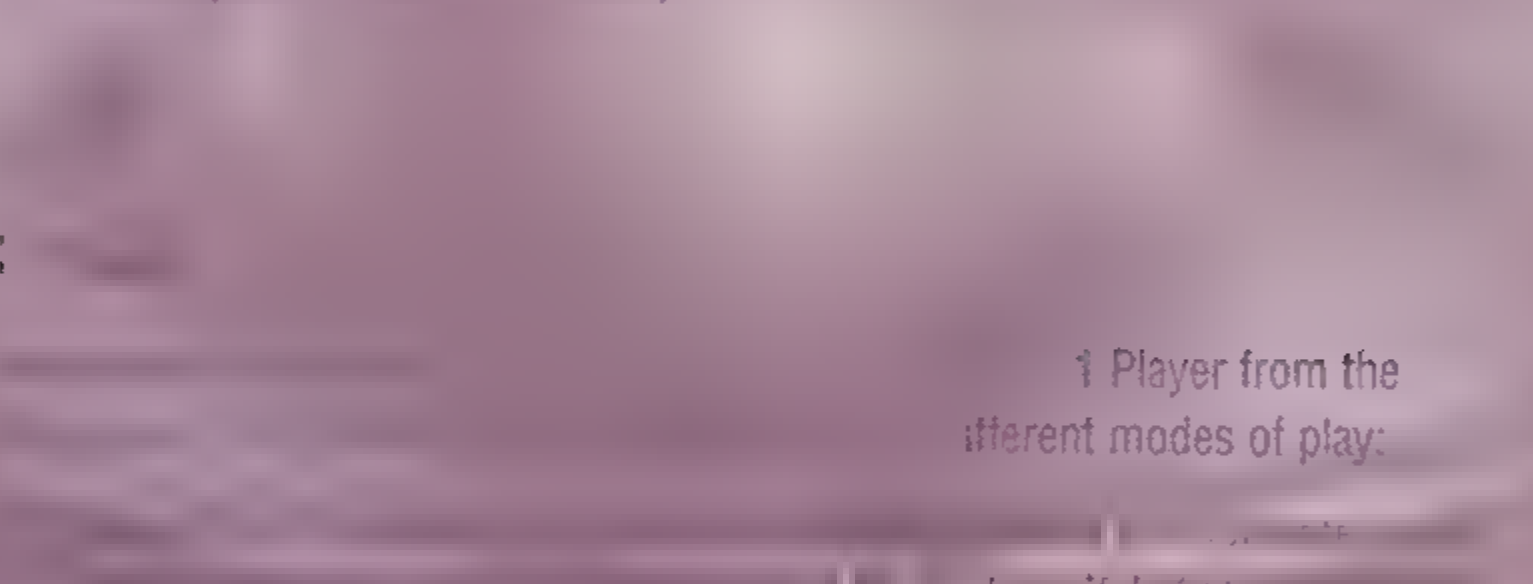
Press the **Left Stick** to move the cursor to the **Auto Menu** option. Press the **Enter** button to select it.

Meet Tourists— Gives you a brief introduction to the game.

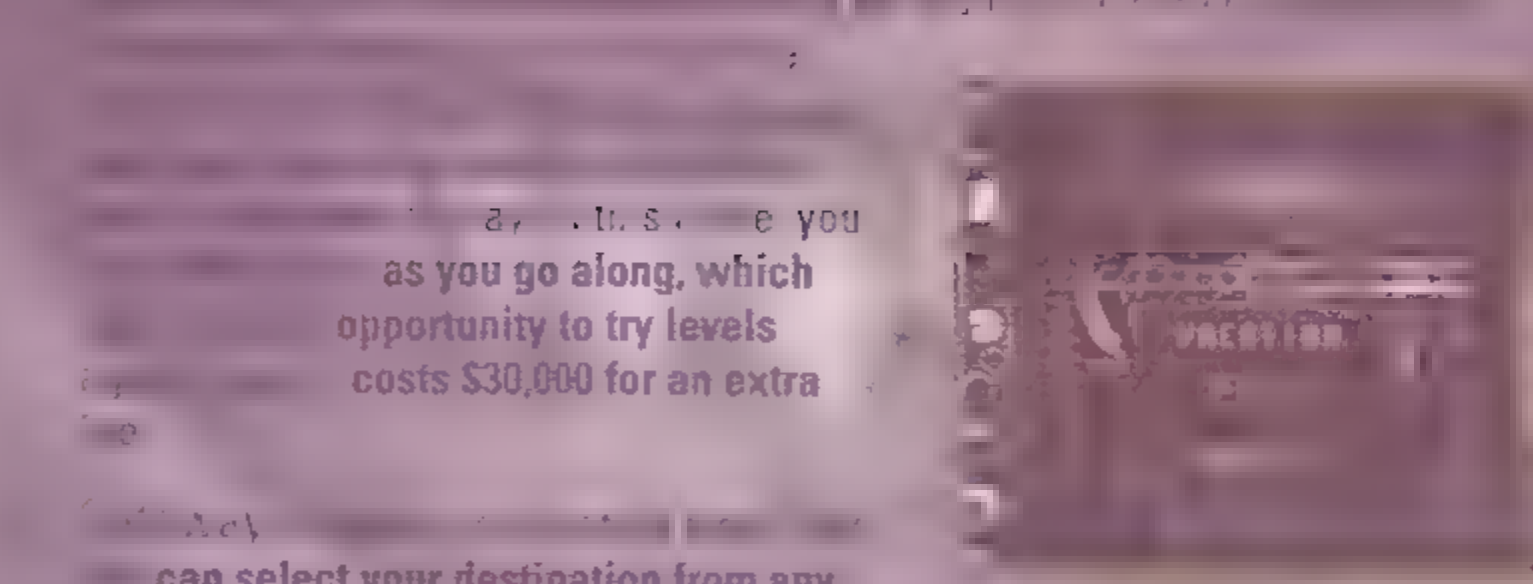
- **Return to the Main Menu**— Press the **Left Stick** to move the cursor to the **Return to the Main Menu** option. Press the **Enter** button to select it.



items (you've been here already).



1 Player from the different modes of play:



as you go along, which opportunity to try levels costs \$30,000 for an extra



can select your destination from any ten standard maps. In addition, you

a map as many times as you want. This is great practice for a full vacation-mode Home Trip

llenge mode pits you against the world. No Photo Ops to here. Just clean, pure metal madness as you fight to be the the smoke clears. You can replay each map as like in this mode as well. You start this mode with wisely.

Part II: A Vacation to Die For

by Jason M. Smith



Don't

and a turn of the wheel for engaging the steering. Press the X button to the gas

many of the later more difficult who energy for the shield

e will get you out
energy.

Whenever launching an
hine guns going full tilt. These babies help you

—Let the other Mercedes follow you then
y by you.

battles—Try and pick your battles to one-on-one.

ht up to disengage.
one another in your absence.

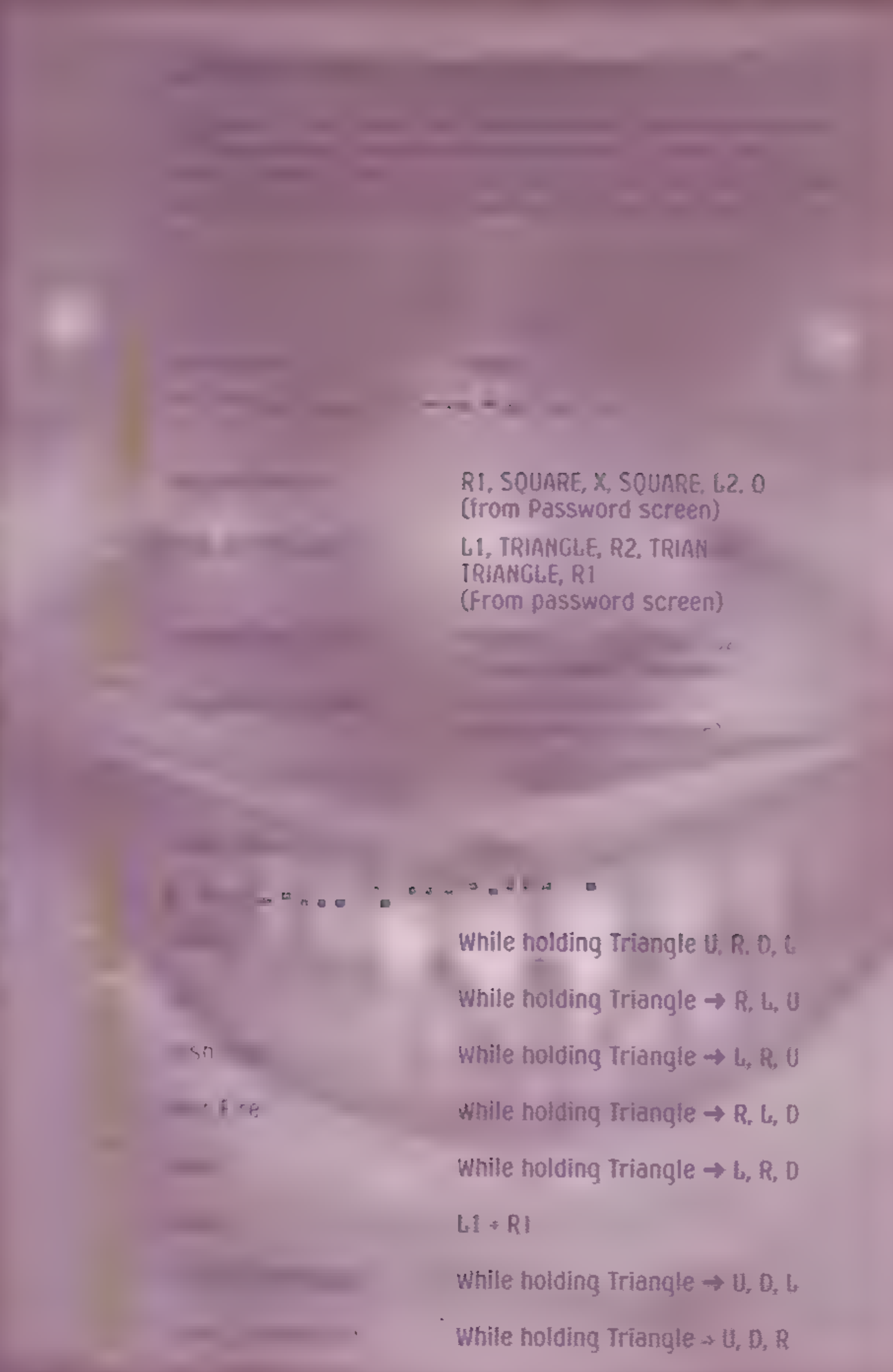
• **Use turbo whenever possible.** When you are making a jump or clearing a

2. Drop the α term from the model whenever α is not significant in the discourse.

3. What have you
when did a
Search and so on.

Throw your weight around—If you have a high mass rating, use it to your advantage. Some vehicles and pin them down while blasting away.

Thin the crowd—Your best bet is to take out a before heading for the Photo Ops. If you don't, you'll be stopping—and staying—on the Photo Ops! Mercs will swarm you.



R1, SQUARE, X, SQUARE, L2, O
(from Password screen)

L1, TRIANGLE, R2, TRIANGLE, R1
(From password screen)

While holding Triangle U, R, D, L

While holding Triangle → R, L, U

While holding Triangle → L, R, U

While holding Triangle → R, L, D

While holding Triangle → L, R, D

L1 + R1

While holding Triangle → U, D, L

While holding Triangle → U, D, R

Souvenirs

A Big Daddy's...
souvenirs to take
...not even...

Souvenirs

Part II: A Vacation to Die For



Special

The first of your secondary weapon slots is reserved for each Merc's Special. Use this slot to activate the Merc's Special. The Special will then become available for them to become available again. Use the Special button to activate the Special.



you to fly above the
it to detonation. If the
the prowler will lock
about 50 percent) the

RLBs a
vehicle, t
explosion

by using them
As an
the front
mass
the front
the front



Director

the front
the front
the front
the front
the front
the front

with no tourists



Blasters are line-of-sight missiles that inflict the greatest damage of any standard type missiles. These explosive missiles fly in a straight line, so you must lead the target you intend to hit. The trade-off for this lack of seeking ability is that Blasters inflict much more damage than the other weapons in your arsenal. The best place to use these is in the repair or upgrade arches, where you know you're going to go through. If you can hit them with some Blasters before they explode (lowest), then you'll destroy them.



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Stinger

Stingers are a less powerful version of the Stalker. In groups of three, will all seek the same target, and they're more accurate than Stalkers. Use them in the same ways, and they're too valuable for that.

Photo Ops are special locations on the map that give you a chance to win big money.

Photo Ops are special locations on the map that give you a chance to win big money. They are usually less crowded than Stations. In fact, on most maps, you don't need their assistance or, if you're able to get to them easily, upgrade them. Each upgrade costs \$1,000 and will de-



sons, giving them more power. They are usually less crowded than Stations. In fact, on most maps, you don't need their assistance or, if you're able to get to them easily, upgrade them. Each upgrade costs \$1,000 and will de-



Photo Ops



then you'll get a wad of cash. There are six Photo Ops per map on most maps, and your overall goal is to reach all of them as well as

Some Photo Ops are more challenging to reach. For example, you must first blow up a building to get the Photo Op in an area that opens up as a result of the destruction. In *Secretly Yours*, you must "be weeny" to get the Photo Op at the bottom of the pool.

Rogue Gallery

Rogue Gallery

The Mercenaries of the...
...a list...
...the...
...the...

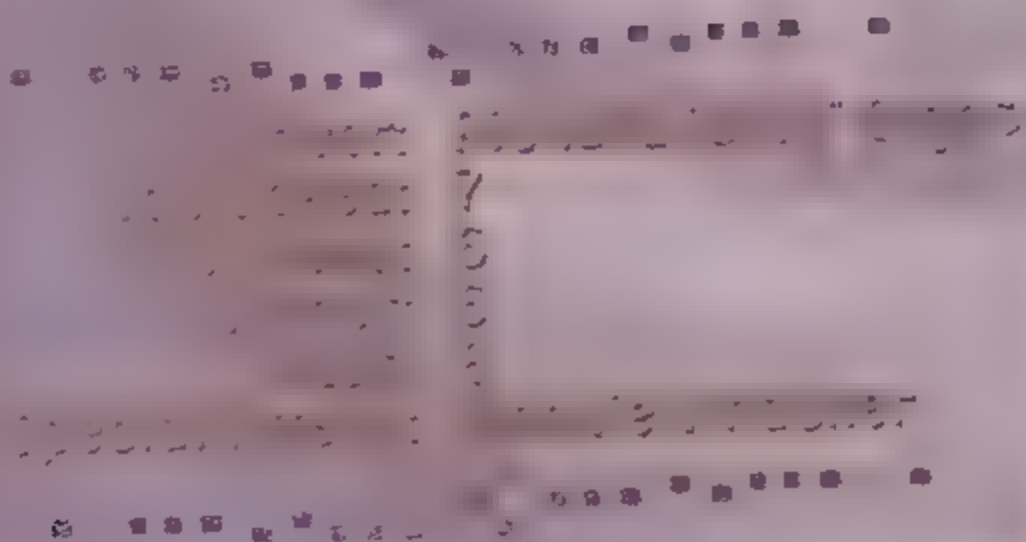
Part II: A Vacation to Die For

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Vehicle		Weight	Mass	Armor	Engine	Speed	Acceleration	Maneuverability	Special Features
1	Jeep Wrangler	3,500 lbs	1,600 kg	2	2.4L I4	100 mph	0-60 in 10s	Good	4WD, removable top
2	Ford F-150	4,500 lbs	2,000 kg	3	3.5L V6	120 mph	0-60 in 8s	Excellent	4WD, towing capacity
3	Subaru Outback	3,800 lbs	1,700 kg	1	2.5L I4	110 mph	0-60 in 10s	Good	4WD, roof rack
4	BMW 3 Series	3,500 lbs	1,600 kg	1	3.0L I6	150 mph	0-60 in 6s	Excellent	Standard safety features
5	Mercedes-Benz S-Class	5,000 lbs	2,200 kg	4	5.5L V8	180 mph	0-60 in 4s	Excellent	Advanced safety, luxury

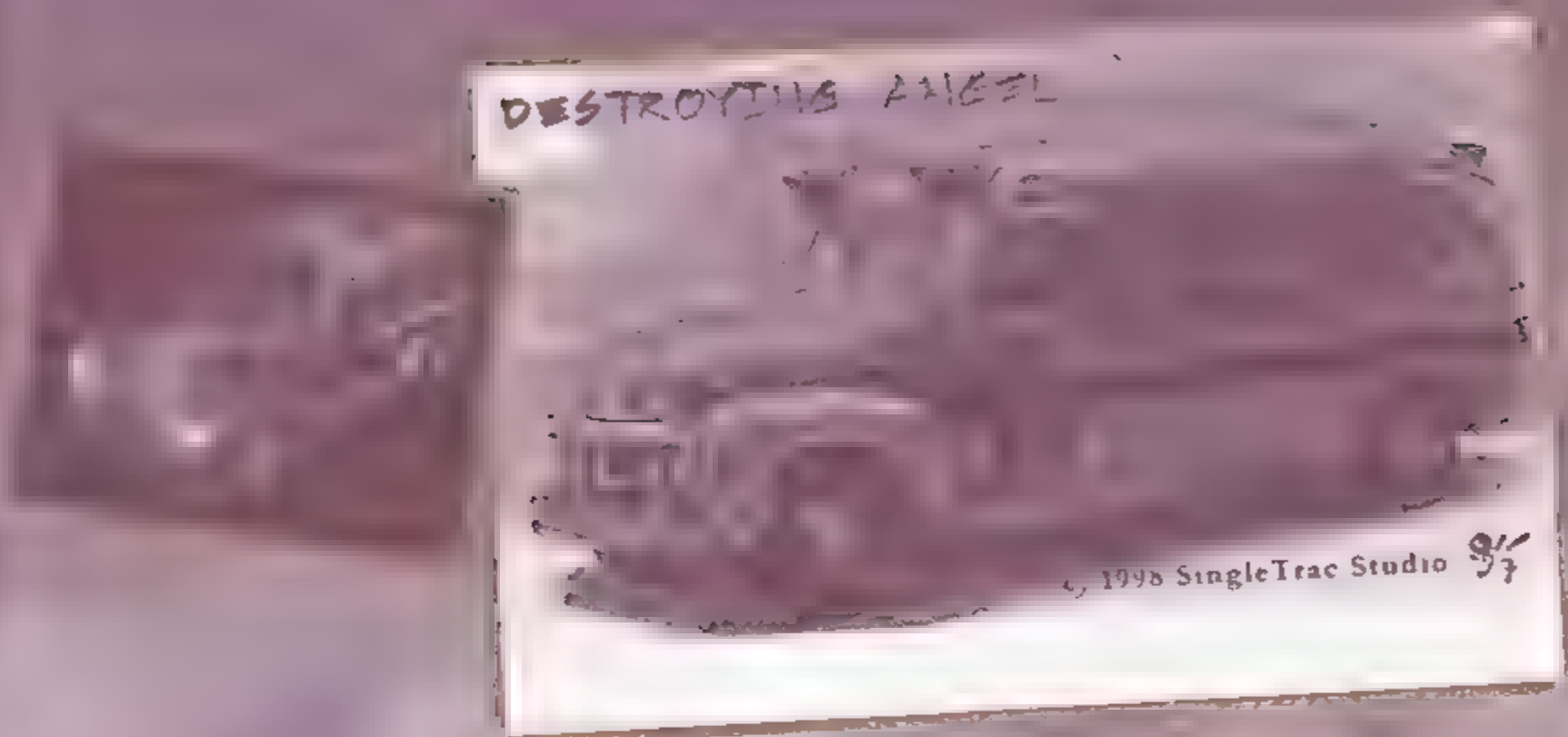
the various capabilities of each vehicle. Note that the vehicles are listed in order of increasing horsepower, but not necessarily in order of increasing mass and/or armor rating. The "Special Features" column (which is a Vacation mode feature for a particular driver)—are at the end of the table.

Part II: A Vacation to Old For

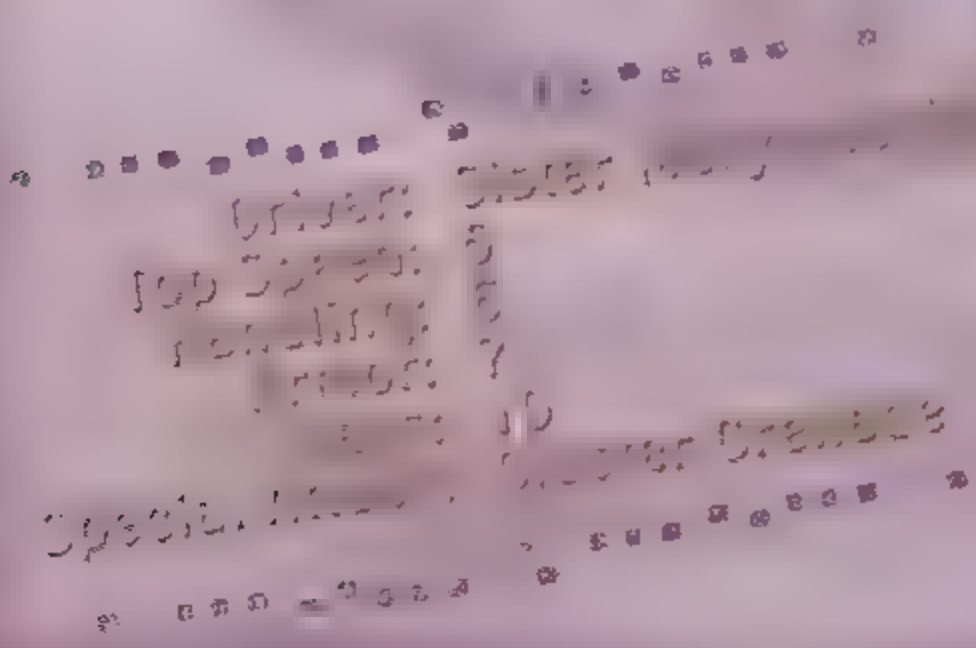


MEAT WAGON



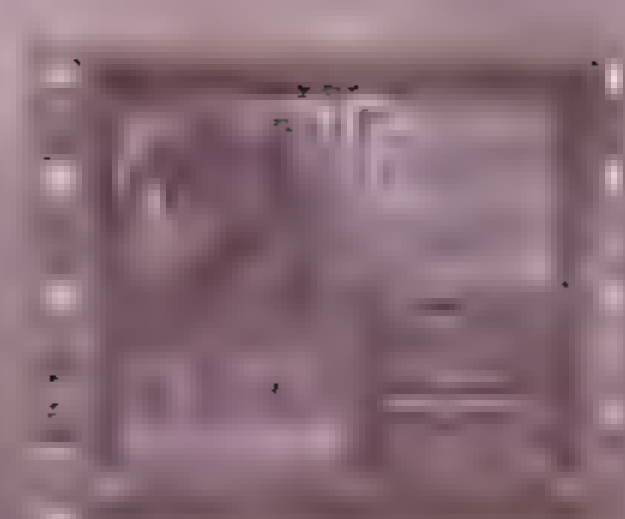


again when it nears the enemy for
unleashed by Sister Mary is devastating, since it surrounds her bus wi
designed to destroy close targets.



Part II: A Vacation to Die For

By David Shields and Andrew Ross



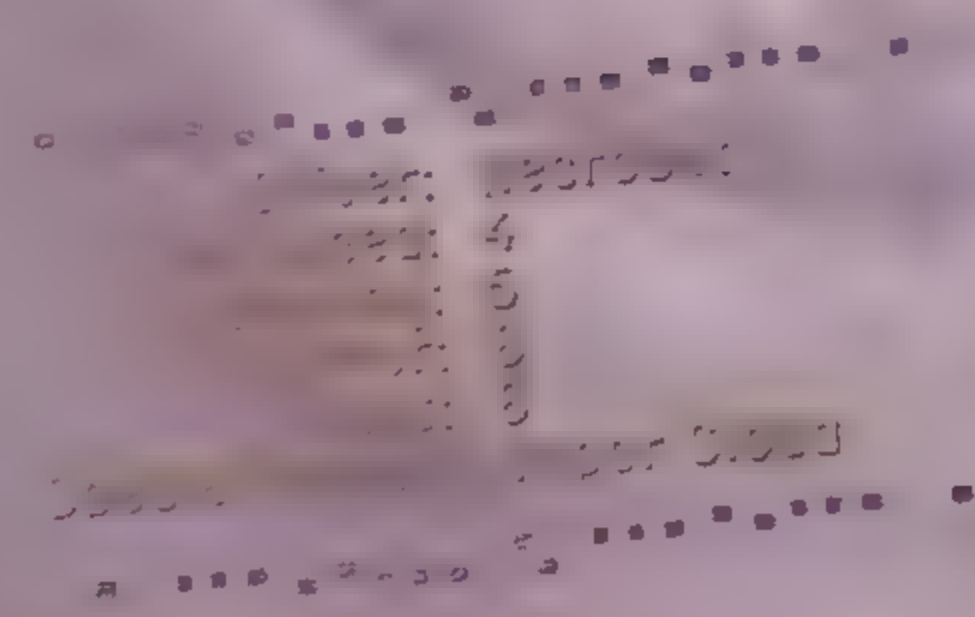
Pyro coming—with
is mechanical fire

can hose down victims w
lingering cloud around
ssile will detonate t

s speed and handling suffer due to his superior
keep up with his enemies. The special

ough to catch a whiff, giving Pyro time to roll over
game as Pyro, don't forget that ramming

ass is high really pays off, especially when you're trying to keep so





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Part II: A Vacation to Die For

DATACENTER



er he can find it, and
as good a place as any for
to work. Ratman drives a
n as the intruder. The intruder is
edge he is able to exploit.
y drawback to driving the
when you're close to an



Part II: A Vacation to Die For

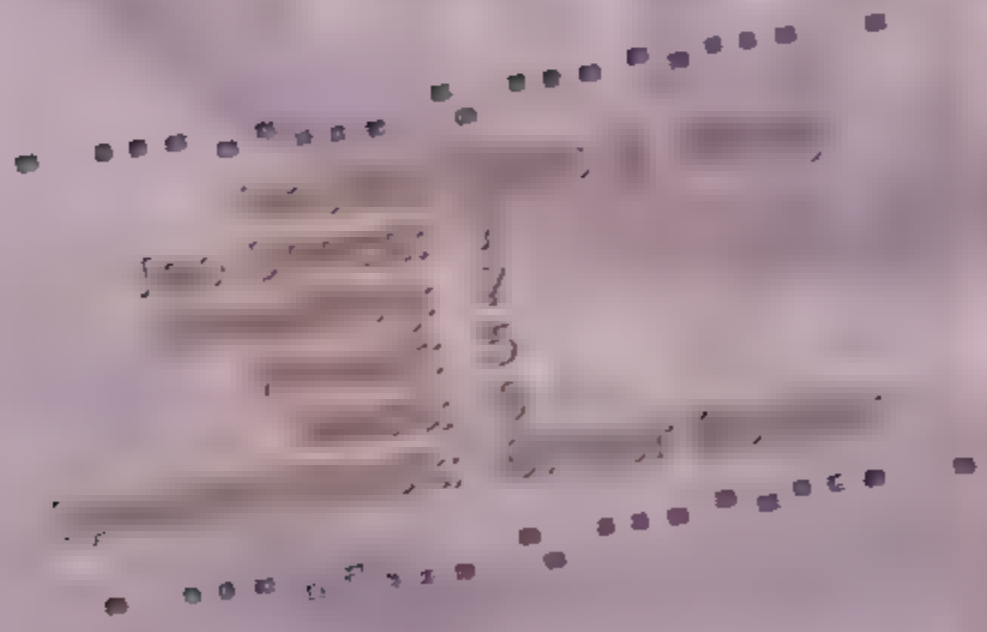


Ever wish you could get back at that cheerleader that

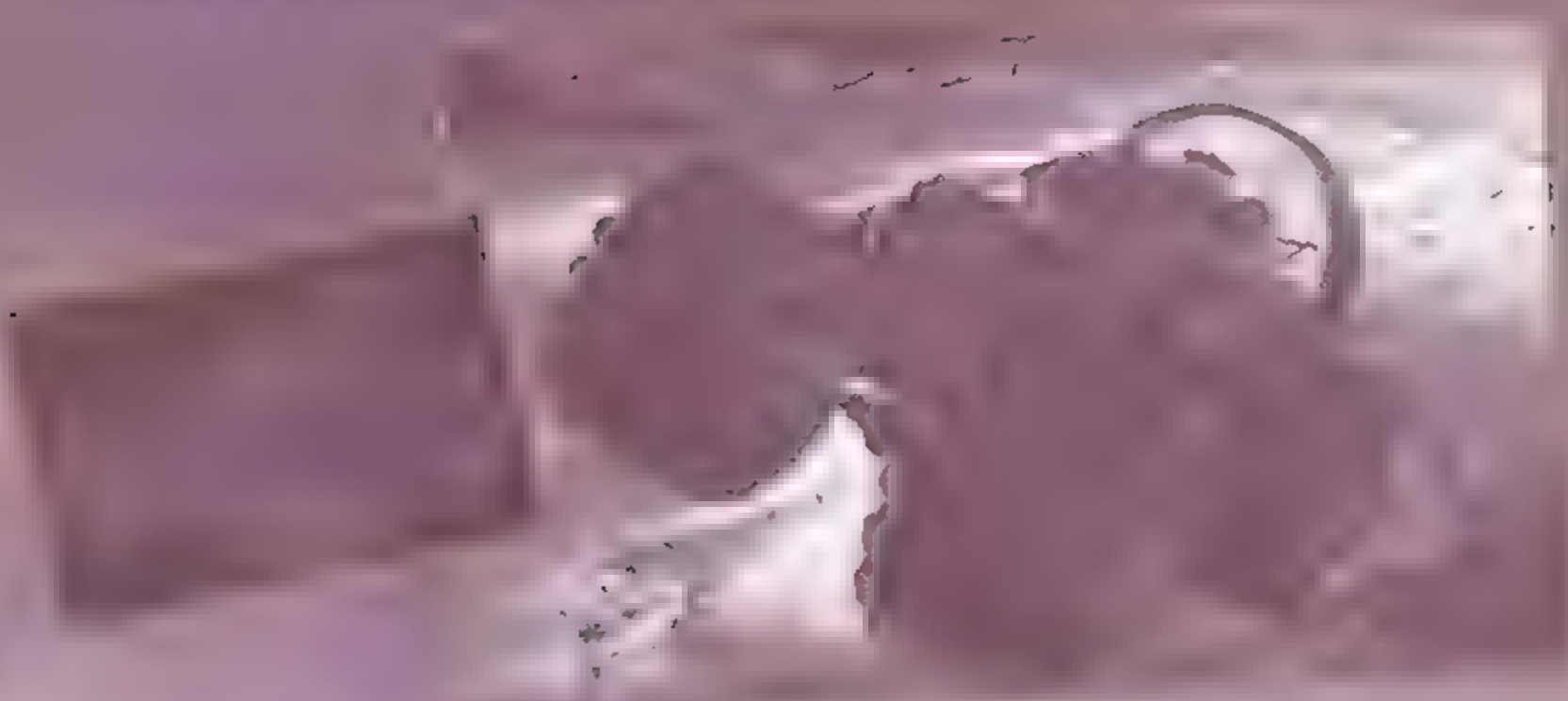
seeking a target. When they find one they explode & u'll find yourself seeking her out first just to stop these



...the 3...
...at. So, you see, it's a...
...want to be another...



Part II: A Vacation to Dixie for



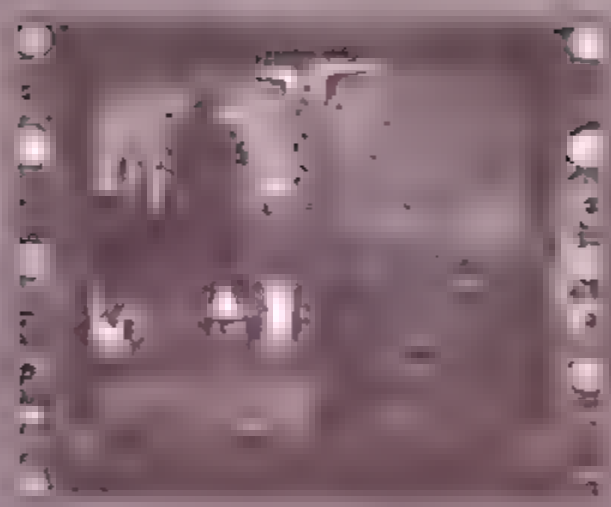
36 where men are

is no laughing matter—they stall you completely, allowing her to blast
out all your cash as you sit helpless. This weapon works on impact if the

for additional Chicken Lickin's. Daisy June McCoy is by far the toughest
, so be on your toes for her and put her down right quick, now, ya hear?



Star Wars



As the Millennium Falcon, the ship that carries the Rebel Alliance's last hope, the Falcon is a masterpiece of engineering and design. It is a ship that has become a symbol of the Star Wars franchise, and a ship that has inspired generations of fans.

Item	Price
Millennium Falcon	\$1,200
Death Star	\$800
X-Wing	\$400
TIE Fighter	\$300
Yoda	\$200
Obi-Wan Kenobi	\$150
Expanding Arrow	\$100

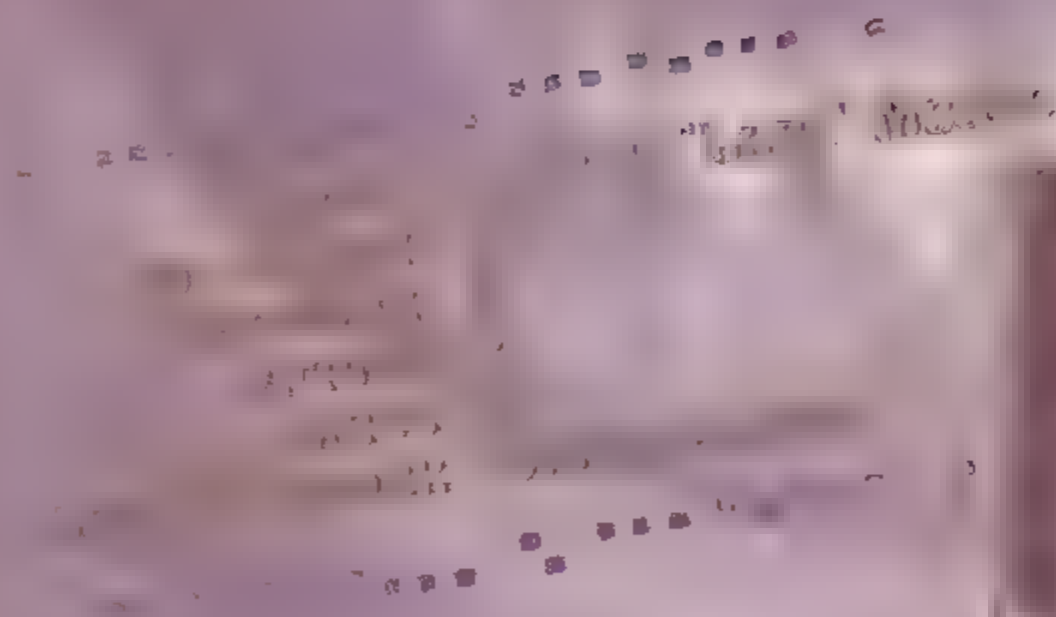


Rogue Gallery

Part II: A Vacation to Die For



When Francis McGee left professional wrestling, it wasn't a devastating loss to the sport. After all, he just wasn't good for wrestling's image. As an Auto Varc, Francis zigs around, making a quick exit when he get into an uncontrollable once this purple demon.



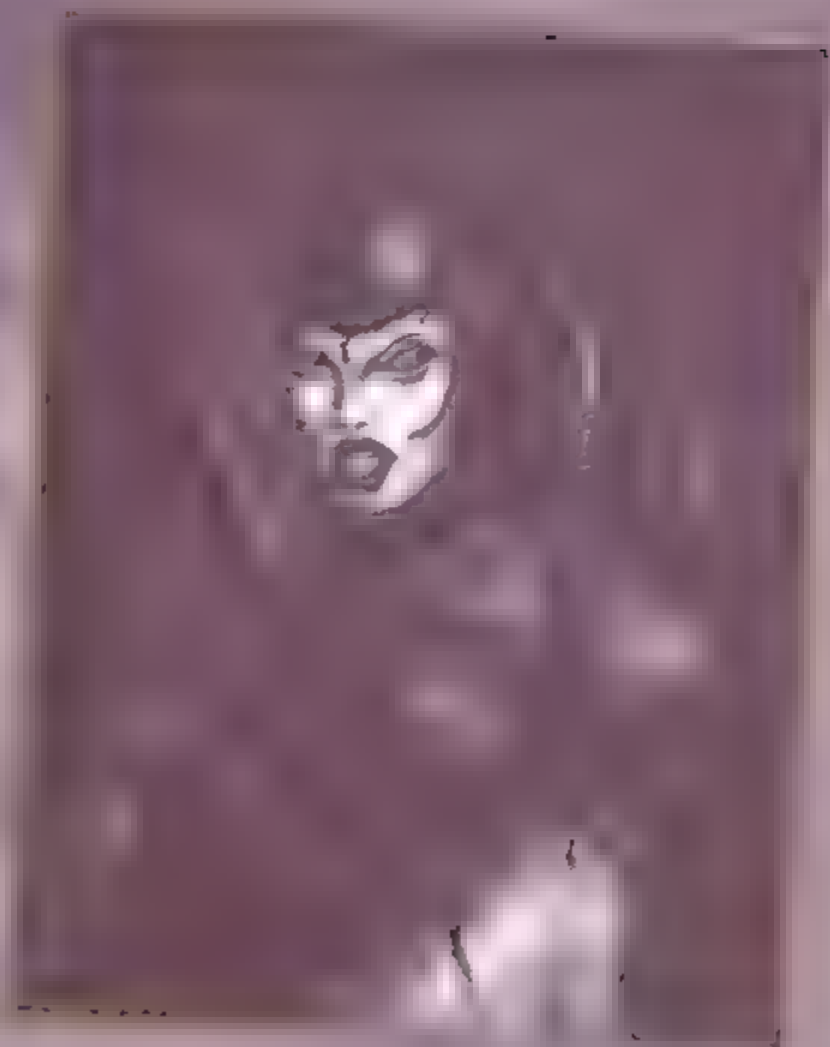
INTERVIEW

By **JOHN DEANGELO**
 Photos by **JOHN DEANGELO**

It's a little over a year since *James Van Der Beek* last appeared on the cover of *Rolling Stone*. The actor, who's been in the public eye since his breakout role as the tortured, angst-ridden teenager in *13 Going Down*, has since become a bona fide pop culture icon. He's been featured in a number of high-profile magazine spreads, including a double-page spread in *Rolling Stone* in 2003. And now, he's back on the cover of *Rolling Stone* again, this time as the cover star of the October 2004 issue. The cover features a black and white portrait of Van Der Beek, looking directly at the camera with a serious expression. The cover also includes a quote from Van Der Beek: "I'm a little bit of a mess."



Van Der Beek, who is 25 years old, is a native of Los Angeles. He is a member of the band *Van Der Beek & The Cuckoo's Nest*. He is also a member of the band *Van Der Beek & The Cuckoo's Nest*. He is also a member of the band *Van Der Beek & The Cuckoo's Nest*.



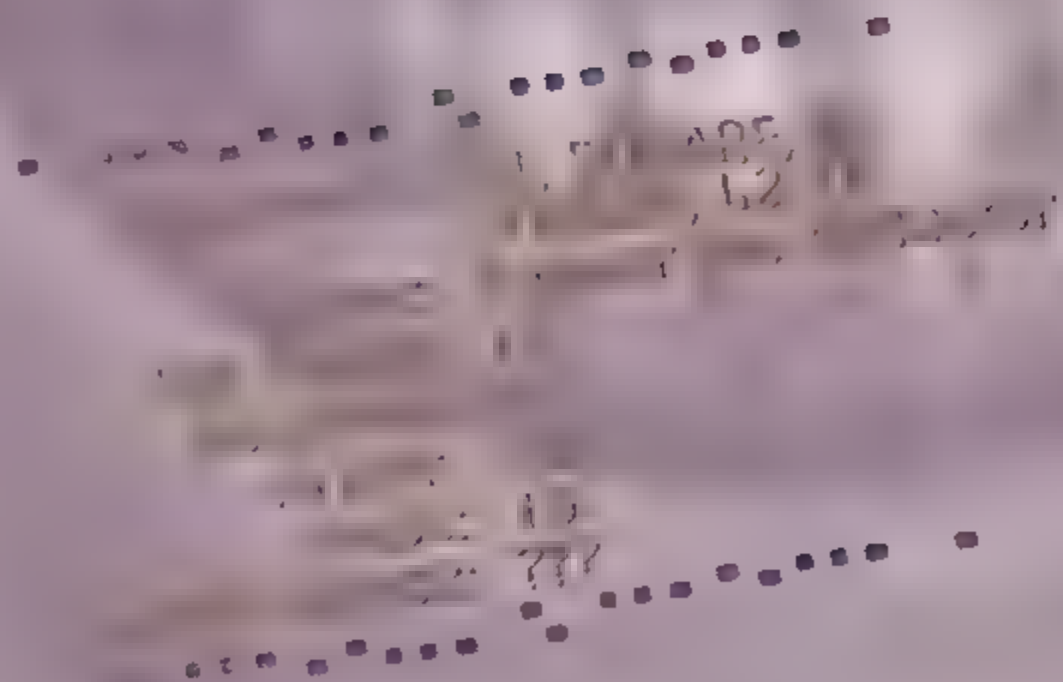
Rogue Gallery



SAIG



Zagnar has been to Earth many times
nothing he enjoys more than tormenting helpless
fast, and tough
it. As with
him out of harms
Stingers at clos
e a clear field of



Part II: A Vacation to Die For

STYLISH

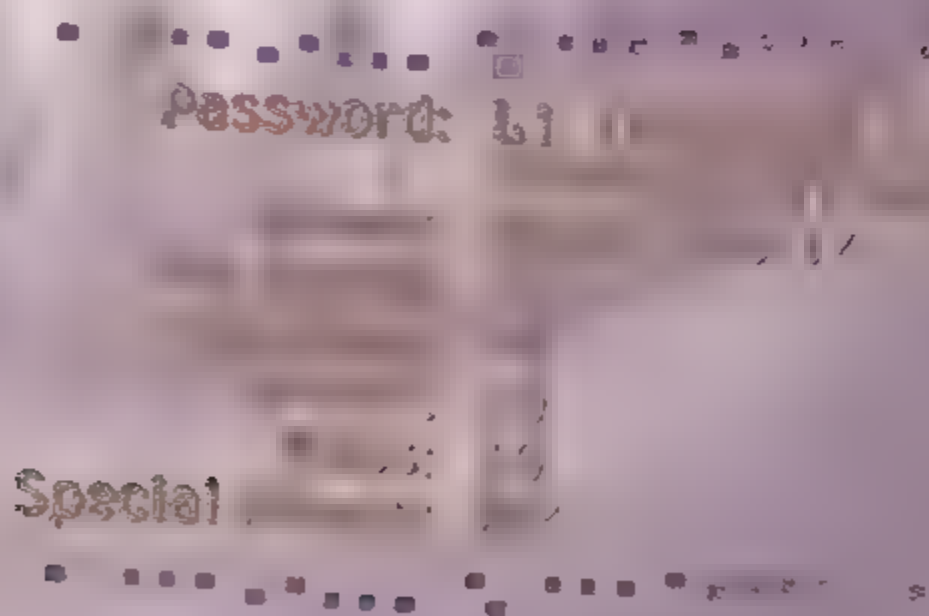


If you're getting that watched
on the job. The black helico

pickups on the ground
you choose to pilot his cho
ground



Rogue Gallery



password: L1

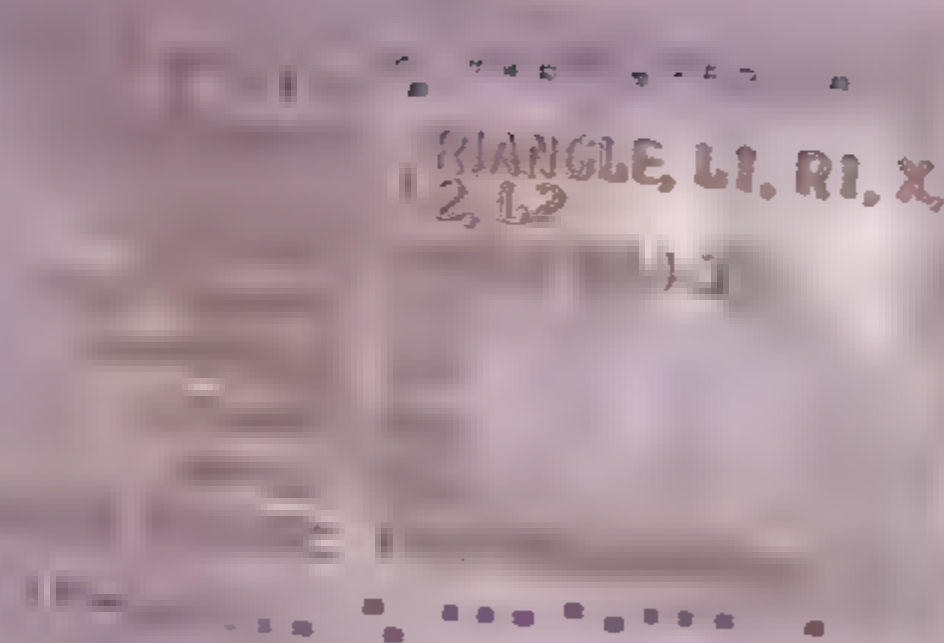
Special

Part II: A Vacation to Dixie for

1801A1111



The most massive vehicle in the game is Goliath's steamroller. It takes some serious firepower to
neers, and likewise, it
crush your opponents when
a master at crushing the life



WILLY RAY-BUB "BUBBLES" HUBBARD

Elvis D. Kang beat in the gut department, but he's quick on his feet and is anxious to see the sights. The good news is, he's easy to spot when he's on the loose due to



LOCHINAR XONTARIAN





CAPTAIN PHOTON



中 国 学 报



You're armed with information, and you're strapped into the vehicle of your choice. It's the moment of truth, Auto Mercenary style. You'll need detailed information on all the areas you plan to visit, and you've come to the right place to get it.

This mission gives you the lowdown on the incredibly filthy Big Daddy vacation destination, from XLAX to Nuke York. Your mission is to make it through all of the chaos to see Big Daddy in person at the end of it all.

Good luck, rookie, you'll need it.

XLAX

of the... the... of the
... of open space, ...
... for the ...
... and keep ...
... Keep a sharp ...
... they'll do serious damage ...
... of course, if you ... it ...
... whole new meaning ...
... some cash a

XLAX

Part II: A Vacation to Die For

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As you walk through the checkpoint, the person behind the counter will scan your bag. If you have a carry-on bag, you will need to take it off the plane and walk through the checkpoint with it. If you have a checked bag, you will need to wait for it to be scanned.

Note

To be sure you are not carrying any prohibited items, wait for the person behind the counter to scan your bag. If you are carrying a bag, you will need to take it off the plane and walk through the checkpoint with it.

After you have passed through the checkpoint, you will be able to see the person behind the counter. If you are carrying a bag, you will need to take it off the plane and walk through the checkpoint with it.

Photo Op



2 Head for the terminal building. Once you are on one of the jetways attached to the central structure, you will be able to see the person behind the counter. If you are carrying a bag, you will need to take it off the plane and walk through the checkpoint with it.

Part II: A vacation to Dix for



2. **tarmac**, use your firepower to
er Auto Mercs. Keep an eye out for Photo
runway.



Beware of the Hangars. The Hangars aren't weapons, but they can also be deathtraps. Don't neutral one with the Ejectors inside if you can avoid it. They'll kill you and the other players in you inside given half a chance. If you can't avoid them, take the terminal instead.



Don't forget to visit the Blaster power-up stations to give you a boost. Make sure you keep up with the tourists so that you have a steady cash flow coming in.



7. **Don't kill off all the Auto Mercs**—save one of them, and continue circling for Photo Ops. The single Auto Merc won't cause you too many problems and this will allow you to score all six of the Photo Ops in XLAX. Once you've found all six Photo Ops, blast the remaining Auto Merc to complete the mission.



Tip XLAX has no terrain topography. You can get the most out of line-of-sight weapons.



Daddywood

It's a beautiful day in the heart of the South, and the smell of the sea is in the air. The sun is shining, and the birds are singing. It's a perfect day for a family vacation. Daddywood is the perfect place for your family. It's a beautiful day in the heart of the South, and the smell of the sea is in the air. The sun is shining, and the birds are singing. It's a perfect day for a family vacation. Daddywood is the perfect place for your family.

It's like flies, and the sun is shining. Winding rubber make this a perfect day to miss. It's a beautiful day in the heart of the South, and the smell of the sea is in the air. The sun is shining, and the birds are singing. It's a perfect day for a family vacation. Daddywood is the perfect place for your family.

Daddywood

Figure 2-4

The map shows the layout of the area surrounding the Big Daddy Mansion. The mansion is located in the center of the map, with a large area labeled "Daddywood Sun" to its north. The map is divided into several numbered regions: 1, 2, 3, 4, 5, 6, and 7. Region 1 is the central area containing the mansion. Region 2 is the area immediately surrounding the mansion. Region 3 is the area to the north of the mansion. Region 4 is the area to the south of the mansion. Region 5 is the area to the east of the mansion. Region 6 is the area to the west of the mansion. Region 7 is the area to the north-east of the mansion. The map also shows a "Repair" area in the bottom right corner.



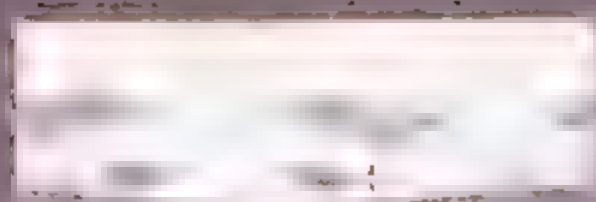


vehicle won't take s
ny jumps you make. Get to all the P
take on the Auto Mercks.

Other: _____



2 Search out the dead-ends. There are many dead-ends where you can blast the wall to punch through to a new area. Be careful as you enter or leave dead-end areas, since the other Auto Mercs will be waiting for you. The exits. Jump over them to make your way. The rooftops provide good vantage points. They are packed with pickups.



1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840. 84

1950

ately to hang onto the roof so
pons on top.



3 Don't forget to recon for weapons.

Power for aeria reenna ss4 na

Wednesday 13th December, 1956. Just

NS: The best truck can only be done in 1 day.

is a good water doer. It forms a good crop of seed.

$\frac{1}{n} \sum_{j=1}^n x_j = \bar{x}$

100

Part II: A Vacation to Die For



The Maul

...n's ...
... your visit to
... Lincoln Memorial, and
... that's left of them.

it used to be. Fasten
Washington Monument,
... sites or at least

The Maul

Part II: A Vacation to Die For





Use your turbo scanner when you need repairs or upgrades. Stop right before you enter the station and stop on it again. After you

Tip

you get to the station, you'll see a repair stand. Use it to get your scanner upgraded. It's a good idea to upgrade your scanner before you enter the station. It will give you more energy and speed as you go to the repair stand.



2 Destroy the Washington Monument. You'll get cash for it, but more importantly, this will cause two pieces of it to become ramps that will allow you to jump to the rooftops. All told, there are five weapons on the roofs of the buildings, including: **Stingers** (2), **Stalkers** (2), **Blasters** (2), **Meteors** (2), **Scorers** (2). Get some cash. Stock up and rain death on everyone.



Photo Ops are hard to come by, so you need to be patient. If you see a Photo Op, don't rush in. Wait for the crowd to gather around it. Then, when the Auto Merc is nearby, you can use the Ejectors to pop the tourist out and snag the cash yourself.

Tips

Throw up the shield when you see a Photo Op to avoid losing the tourist. If you don't have the tourist, defend the current Photo Op from the Auto Merc who does. Park on it, then ram them when they try to score the cash. Better yet, load up with Ejectors and pop the tourist out and snag the cash yourself. There is never more than one Photo Op at a time, so be patient—the crowd will come.



CC

Caution!

Make sure you
short-cut correctly!

Go to the head of the

temple.



5. Get the weapons and jump to the north side of the area near the stairs. Go to the top of the weapons on the top of the building, then use the building as a ramp to make a jump over the wall to the north, and into the other section. This is a quick way to avoid pursuit.



Tip Use your throwers to shoot the girl on the Casa Blanca sign to remove her skirt; shoot the sign to destroy the sign and remove the girl.



Auto Mercs are easy to target, but the ones that are flying—ones that are tough to target with your secondary weapons when there are other Auto Mercs around. Use your Glasters, since they fly in a straight line and don't seek a target. You get cash for every helicopter you shoot down.



CAUTION Goliath, one of Big Daddy's security forces, is masquerading as an Auto Merc in the Maul. Stay away from his steamroller, or he'll turn you into scrap in no time flat.

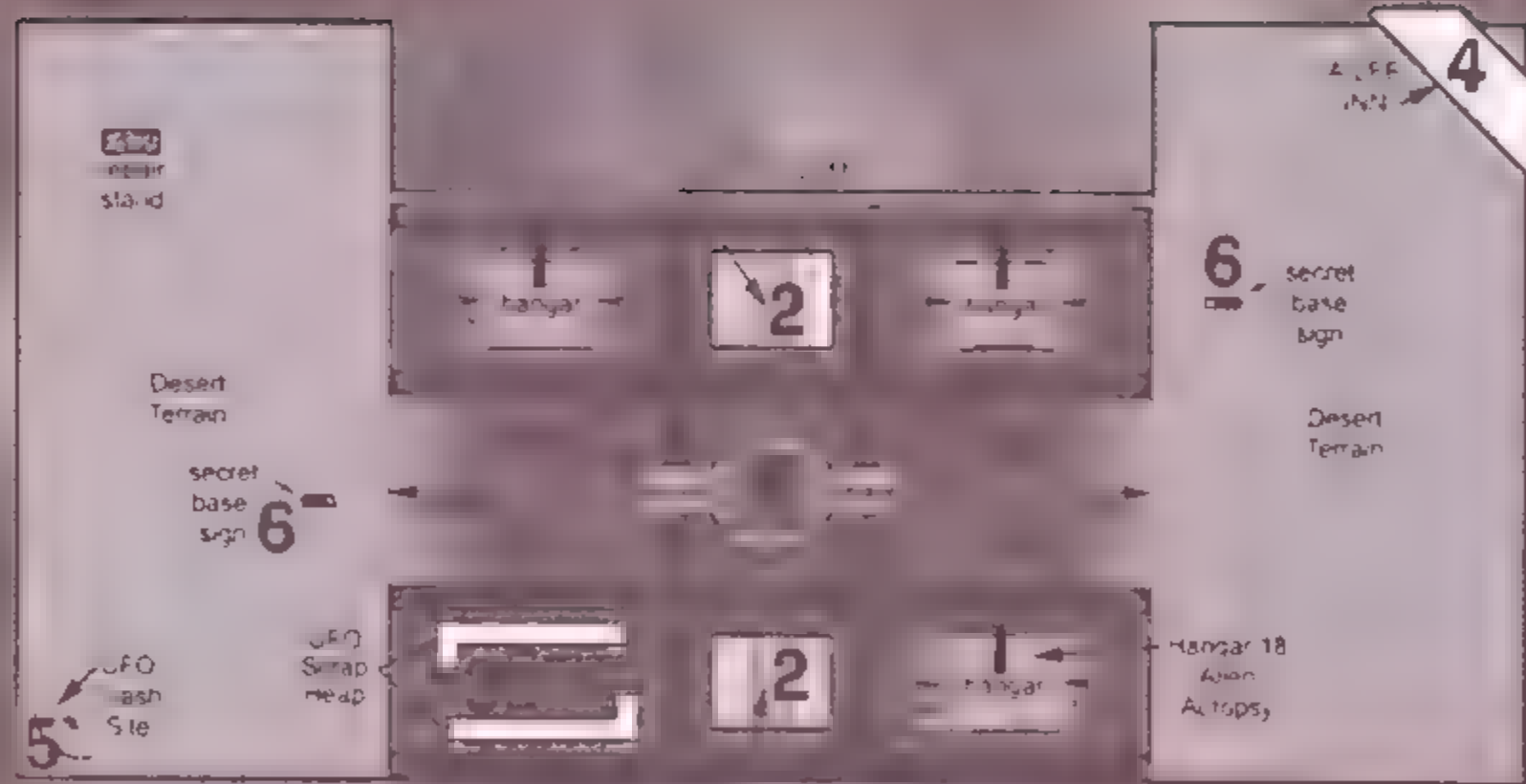
Area 51

The U.S. military has a secret base in the Nevada desert, where the government keeps the most advanced spacecraft. It's a place where alien ships are kept, and where the government might even be able to control them.

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Area 51

Part II: A Vacation to Die For





...the city's most famous rooftop bar, the *Stinger*, which is open from 11 p.m. to 1 a.m. and has a view of the city that is hard to beat.

Tip: Get a tourist and take a walk around the manhattan photo car. The Photo Car is a small, white, open-top car that is driven by a tourist. It is a great way to see the city from a different perspective. The car is driven by a tourist, so you can ask them for tips and advice. The car is also a great way to see the city from a different perspective. The car is driven by a tourist, so you can ask them for tips and advice.



Explore the roofs of your surroundings. The city is full of rooftop bars and restaurants. The *Stinger* is a great place to go for a drink and a view. The *Stinger* is a great place to go for a drink and a view. The *Stinger* is a great place to go for a drink and a view.



ute There are two Photo Ops on the base, so when you're on radar, the base will show up on the radar. When you see the base on the radar, you can see the earth when you don't see anymore. So, if you see Photo Ops on radar.



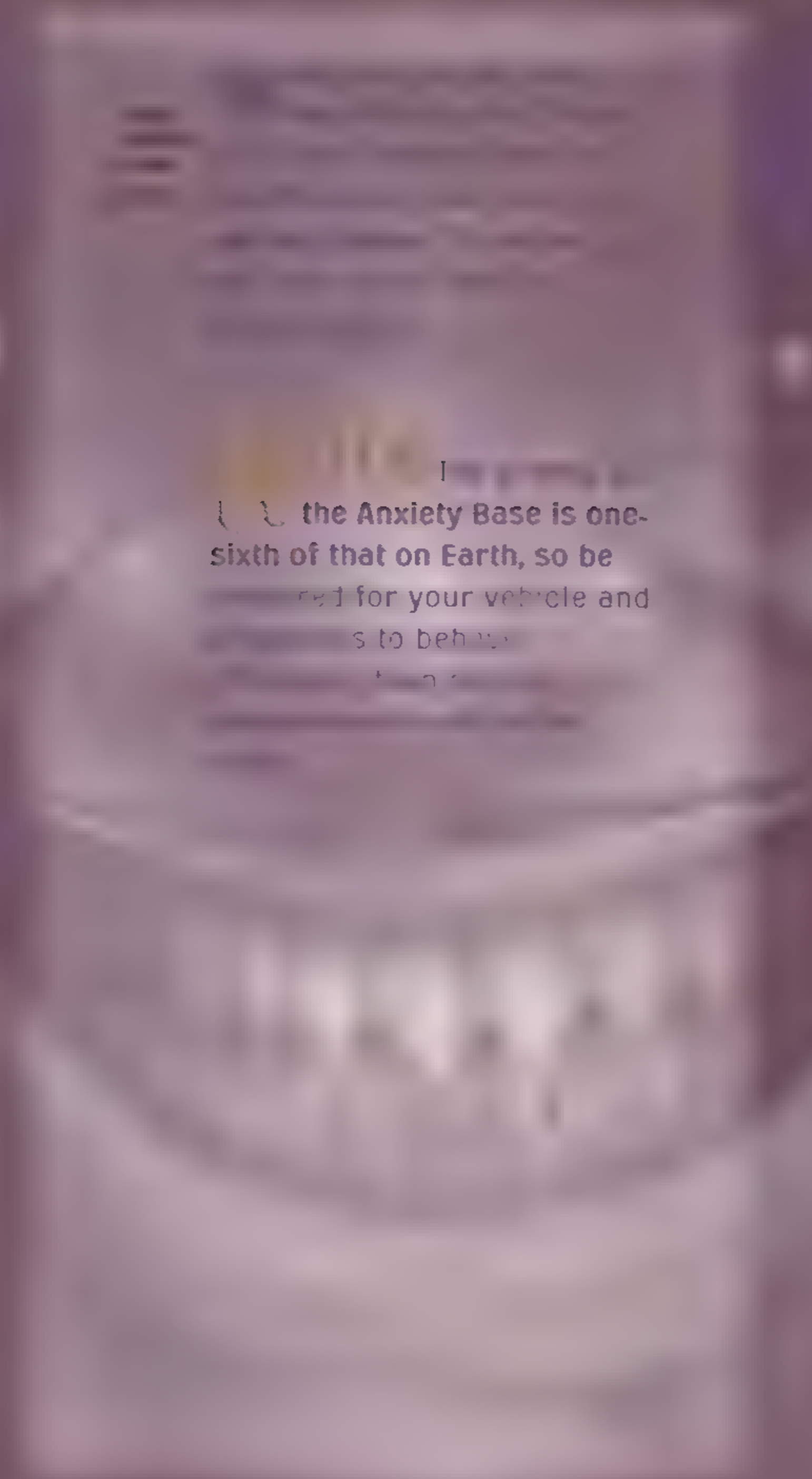
Most the two space shuttles to score
the most points. The difference between
the two shuttles is the Singers Blast
Singers Blast Blast Blast



5. **Don't forget the cash.** Knock down the Secret Base sign to get the cash above it, and scour the landscape at the other end of the base for more cash there's over \$2,000 sitting on the ground.



6. **Don't forget the cash.** Knock down the Secret Base sign to get the cash above it, and scour the landscape at the other end of the base for more cash there's over \$2,000 sitting on the ground.



the Anxiety Base is one-sixth of that on Earth, so be
red for your vehicle and
s to behave
than

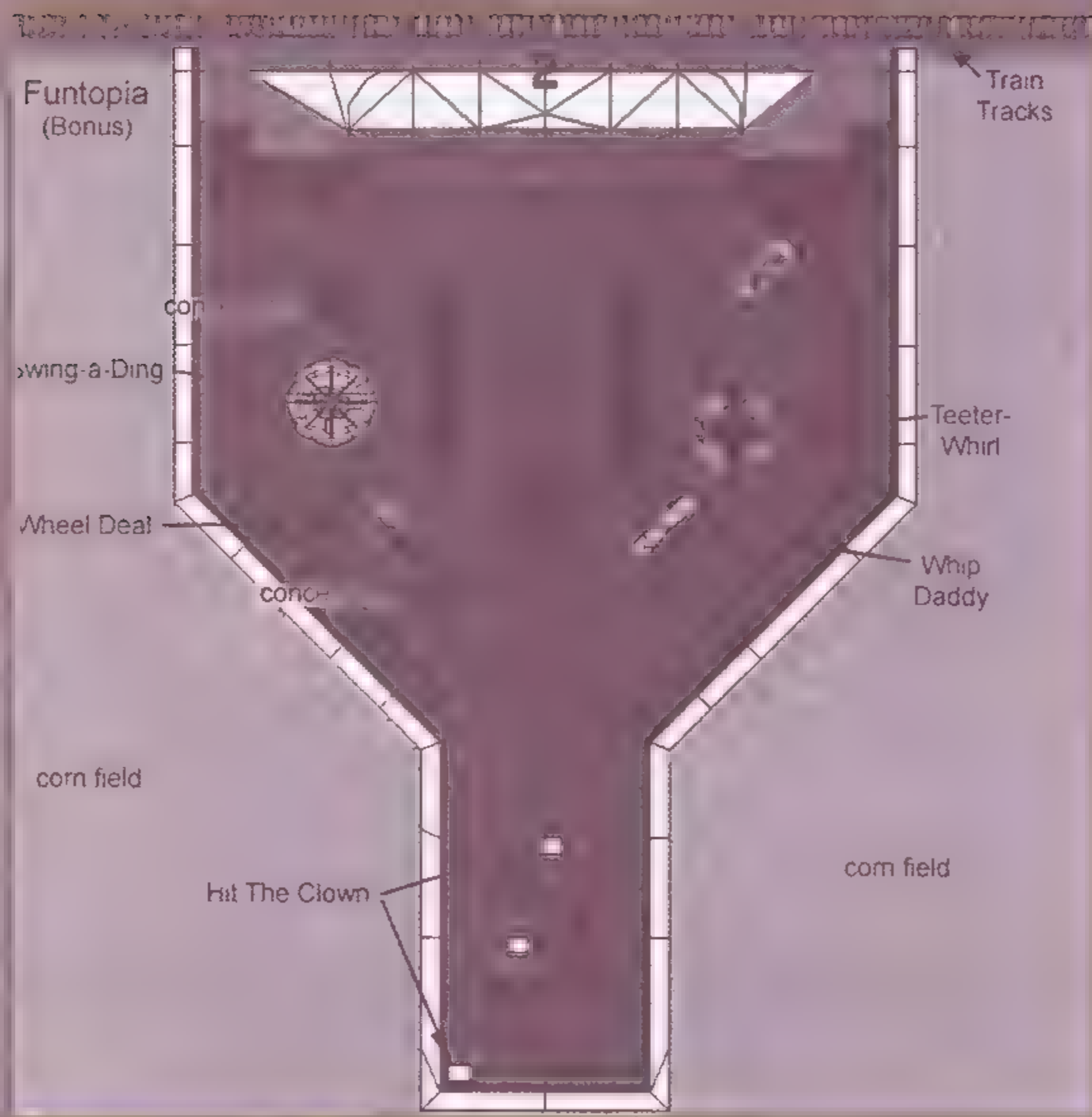
Bonus

Eutopia

Even a worthless
you should be able to

me carnival fun. In
oot straight to earn extra
se for an Auto Mercenary

Eutopia





Buying and Selling

It is an easy spot to grab some cash, but it's not too long—there's plenty more to come.



2. Don't forget about the cash. It's not as easy as a slot machine, but it's a good way to pocket the profits.

TIP

When you're in a hurry, give the highest amount of cash.

Part II: A Vacation to Die For



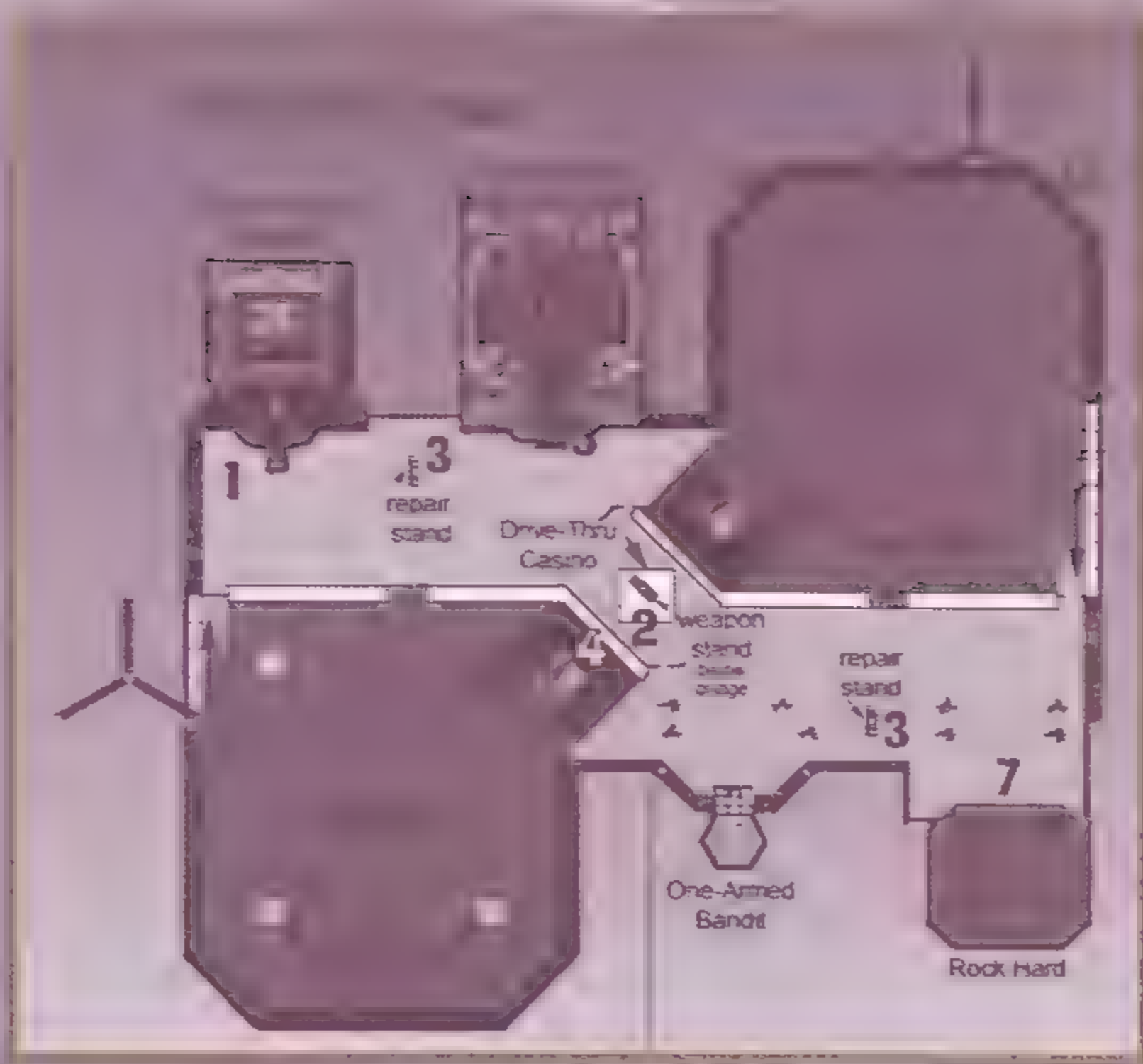
Neon Nightmare

...the city's most famous, the Flamingo, the New York-New York Hotel & Casino, Vegas Inn, and the Flamingo Las Vegas. Daddy's casinos have been a massive construction project since the 1950s.

...the city's most famous, the Flamingo, the New York-New York Hotel & Casino, Vegas Inn, and the Flamingo Las Vegas. Daddy's casinos have been a massive construction project since the 1950s.

Neon
Nightmare

Part II: A Vacation to Die For





CAUTION!

When you have accumulated \$1,000 to play, a warning sign will appear on the screen. Shoot the HIT ME sign with your Machine Gun to play word of caution: If you throw three hand grenades on the dials, you'll tilt the machine and you lose ALL your cash. So play at your own risk, especially if you're playing in Vacation mode and have amassed a fair amount of cash.

Neon Nightmare



level of the construction
one of the ramps,



the Repair Station

and wait for the other Auto Mercs to show up, then
them before they make it through

Tip Blocking the Repair Station
isn't exactly sporting, but
if you can manage
to hang it there, you can take
out several of the other Mercs
by blocking access with your
vehicle itself.



Note

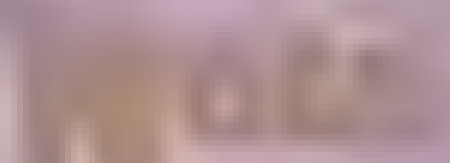
You can take the car with little opposition, then go unload them on the Auto Mercs cruising the strip.

Tip

A first tip is to go to the entrance to a casino, then wait, watch, and pounce on them when they come inside.



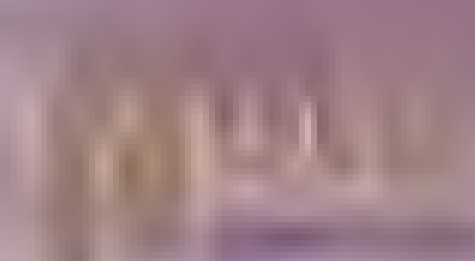
Auto Mercs favor staying on the strip if at all possible.



U that doorways, buildings, and even the Repair Station and Weapon Upgrade station always provide shelter from enemy attacks and other hazards, such as fire.



7. Stop by the platforms. There are platforms on either side of Rock Hard that you can reach by jumping up to them from below. Watch out for Meteors and RLBs.



strip, head for the lower level where you'll be protected from the rain. This will trigger a massive explosion. **Look out for falling tourists!**

Part II: A Vacation to Die For

11. **100%**

NQ—Nightshade packs a nasty punch. Her twin rocket attack will

blow you away.

12. **100%**

NG—Nightshade packs a nasty punch. Her twin rocket attack will

blow you away.

13. **100%**

NG—Nightshade packs a nasty punch. Her twin rocket attack will

blow you away.

14. **100%**

NG—Nightshade packs a nasty punch. Her twin rocket attack will

blow you away.

15. **100%**

NG—Nightshade packs a nasty punch. Her twin rocket attack will

blow you away.

16. **100%**

NG—Nightshade packs a nasty punch. Her twin rocket attack will

blow you away.

17. **100%**

NG—Nightshade packs a nasty punch. Her twin rocket attack will

blow you away.

18. **100%**

NG—Nightshade packs a nasty punch. Her twin rocket attack will

blow you away.

19. **100%**

NG—Nightshade packs a nasty punch. Her twin rocket attack will

blow you away.

20. **100%**

NG—Nightshade packs a nasty punch. Her twin rocket attack will

blow you away.

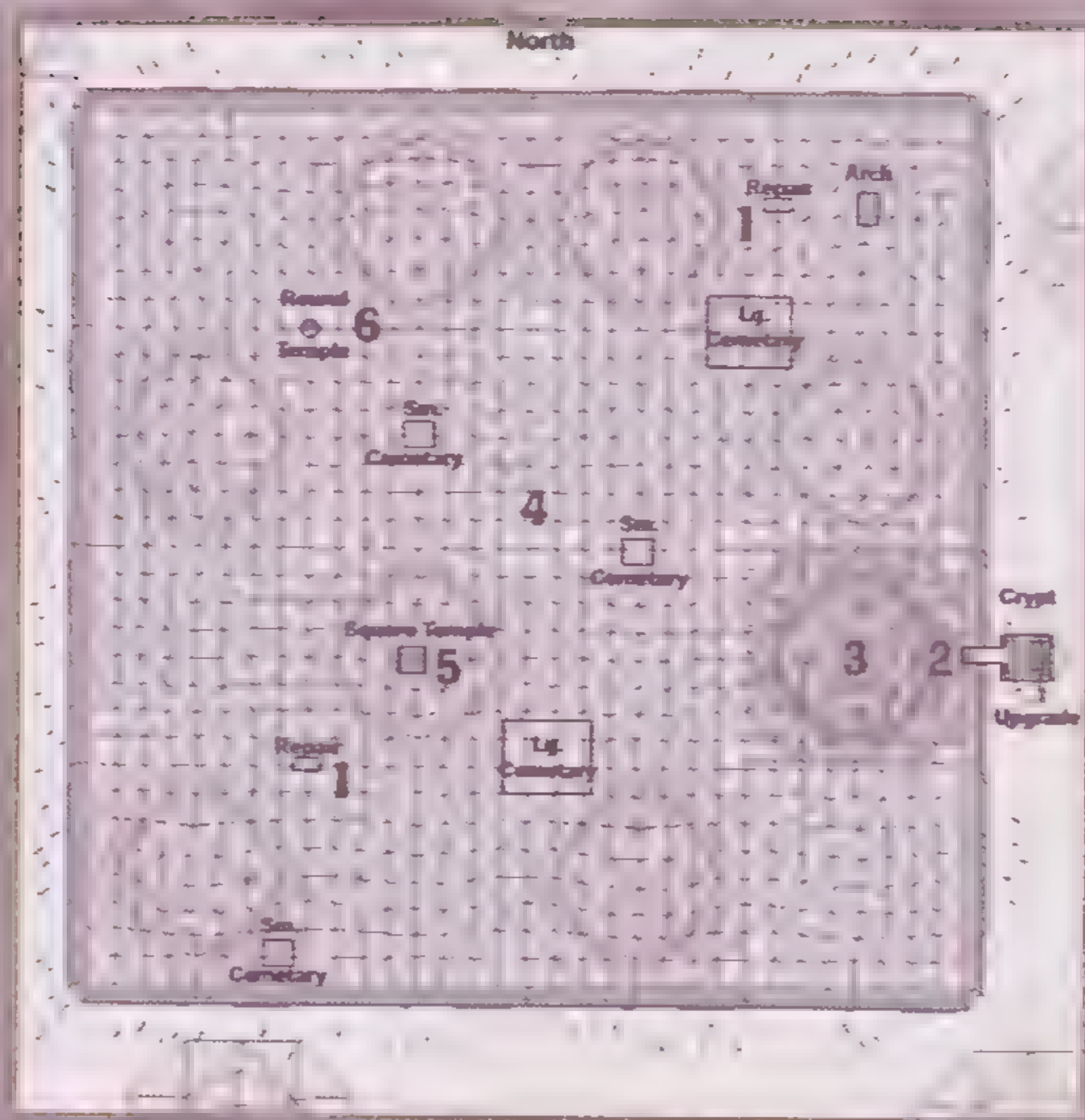
Eternal Acres

...the world at large
...pay to pay your
...become a part

...cemetery with rolling
...least, it was peaceful
...dead but watch out,

Eternal Acres

Part II: A Vacation to Die For



team has Met
to rain destructi
appear.

Note Meteor range is limited by the hills, so

Get the

tourist. If you get him first, then head cross-country for Photo Ops without stopping for anything else. If not, **MUST** blast the Merc who has him with Ejectors eiy, or you'll get no chance at a Photo Op

TIP

When you're in the Temple of the Ancients, you'll find a lot of enemies. If you're having trouble, try using the **Flame** and **Ice** powers. They're easier to use than the **Light** power, and they can be used to destroy enemies. The **Flame** power is especially useful for destroying enemies that are in the air. The **Ice** power is useful for destroying enemies that are on the ground.



Get to the top of the hill. The central hilltop is a great spot to scan for Prowlers located in the area.



Pay a visit to the southeastern mausoleum. To reach the mausoleum, go to the southeastern corner of the map. Blast the columns to get to the mausoleum.

Rolling Hills and Jousting

Rolling hills are a common feature in many survival scenarios. They provide a natural advantage for jousting, a combat technique that involves using long poles or spears to strike an opponent from a distance. In a survival situation, jousting can be a useful tactic for taking down enemies without getting too close. The rolling hills provide a natural barrier that can be used to your advantage, allowing you to strike from a distance while staying out of the enemy's reach.

When jousting, it's important to use the right weapons. Spears and long poles are the best weapons when jousting on rolling hills. These weapons allow you to strike from a distance while staying out of the enemy's reach.

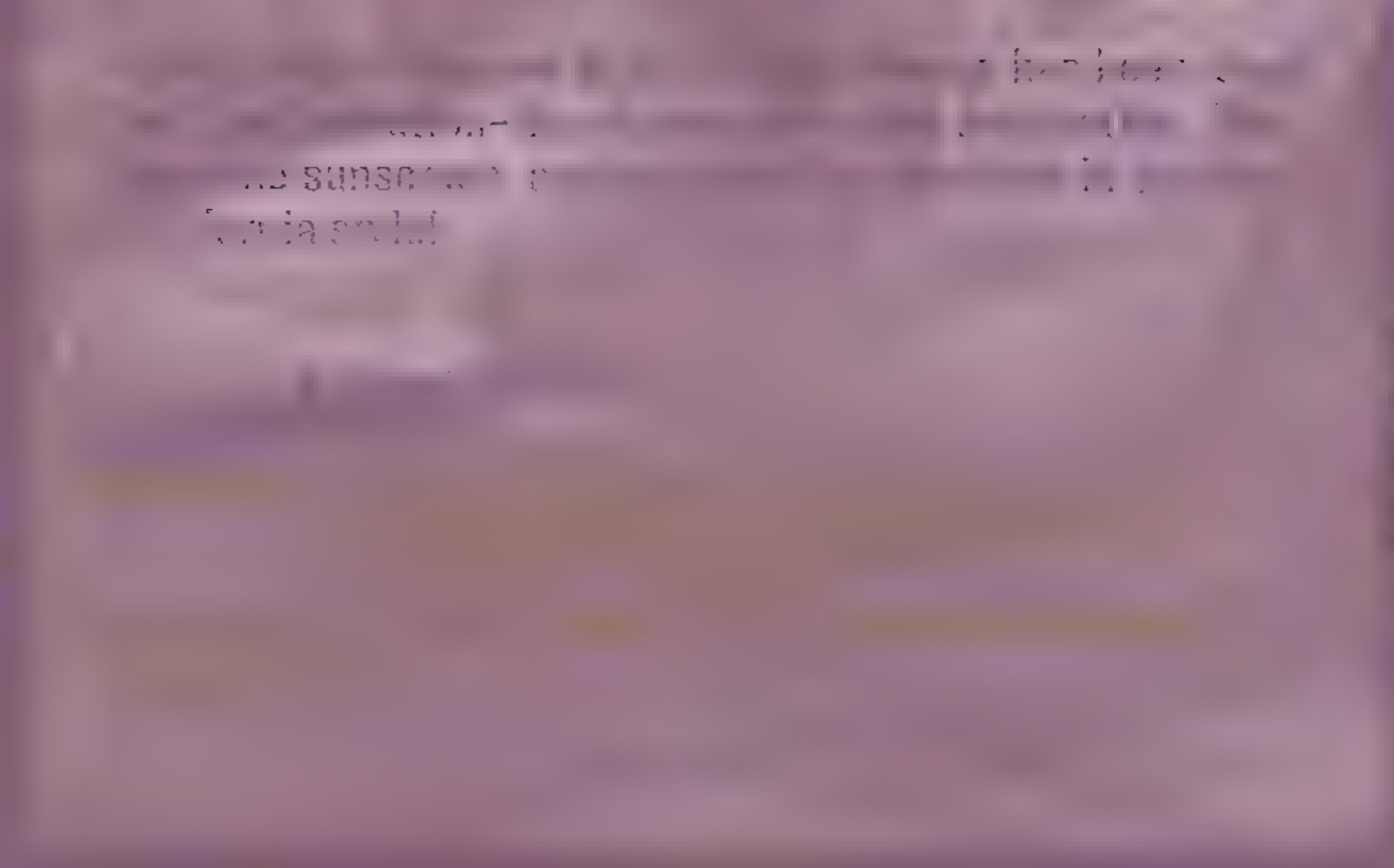
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Also, make sure you pick a good target for your battles; find a Merc that has strayed from the group to avoid getting "gang banded." A good strategy is to stock up on weapons, then look for an Auto Merc that's apart from the herd. Finish them off as quickly as possible, then stock up for the next one.

Socal



Socal

PLATE 1.





to see the
to see the
to see the

Caution

The!

you need
you need
you need



2. Take a dive in the pool. Shoot either sign at Weeny World to gain entrance, then dive into the pool to retrieve the **RLBs** and **Machine Gun Upgrade**. Watch out—the killer whale doesn't like company.

CHAPTER 11 ■ The Fun and Games of the Final Level



Tip

The pier is a great spot to find former Auto Mercs on the pier. Stay close to the pier, and you'll find them. The pier is a great spot to find them. The pier is a great spot to find them.



Collect the Meteors. Snag the **Meteors** that appear when you blast one of the signs at Weeny. The meteors are great on this level, since you can target close-b.

5. **Repair Station.** The Repair Station is the only station that can be used to repair your ship. It is located in the center of the map, and is the only station that can be used to repair your ship. It is the only station that can be used to repair your ship.



6. **Gimme shelter.** The Golf Club entrance is the only shelter (other than the Repair Station and Weapons Upgrade station) from Meteor attacks.



6. **Gimme shelter.** The Golf Club entrance is the only shelter (other than the Repair Station and Weapons Upgrade station) from Meteor attacks.

Photo Ops: Beach, Airplane, and Sunset

Beach

The Photo Ops in SoCal are close together due to the small area.

ever, you'll have to think of Auto Mercs to make up for it.

Tip Shoot down the airplane flying the banner across the beach to score some extra cash—it also makes an awesome splash when it crashes!

Hell-o-Stone

It's a beautiful day in the heart of the Adirondacks, and the sun is shining on a paradise. The grass is green, the water is blue, and the air is fresh. The sound of the water is a soothing melody, and the sight of the mountains is a breathtaking sight. This scenic park is a favorite.

Hell-o-Stone

Calligraphic Design to Die for





Note

The greatest danger in the park is falling.

Don't drink or drive. Stay sober and stay safe.



2. **Stay away from the edge.** The Bison Field is a dangerous place—there's nothing to keep you from going over the edge, so make sure you don't hang out there for too long. Grab the **Meteors**, **Stalkers**, **Cash**, then hit the road.

Part II: A Vacation to Die For



YOU DON'T have to shoot the Auctors to take them out—in the Casino, or anywhere else, including the Casino. You can just walk up to them and kill them. And if you're a little nervous, you can always use the Stingers when you're in a tight spot. The Stingers are the most powerful of the weapons, with a range of 100 feet.



Don't overlook Old Faithful. Blast the cabin with the Old Faithful some **cash** and **Stingers**. Old Faithful will blow you high into the air, so use it when you need to make a quick escape.

Caution!

Don't shoot at the bison. The bison are the most common animal in the area, and they are the most dangerous. They are also the most common animal to be killed by a hunter. The bison are the most common animal to be killed by a hunter.



5. **Don't shoot at the bison.** The bison are the most common animal in the area, and they are the most dangerous. They are also the most common animal to be killed by a hunter.



6. **Spare the bison.** Shooting the bison won't score you any points. Besides, how sadistic can you get? If you choose to anyway, it doesn't hurt to mow 'em down.



problem; however, you don't always have to do it. Your
friend will jump in the air.
The car is a bright blue, then

Quake-a-Roni

...used to be, but
...ed. From the harbor
...atraz Lookout, ...
...to ...

! The City by the Bay
ill got plenty of tourist

Quake-a-Roni



Part II: A Vacation to Die For



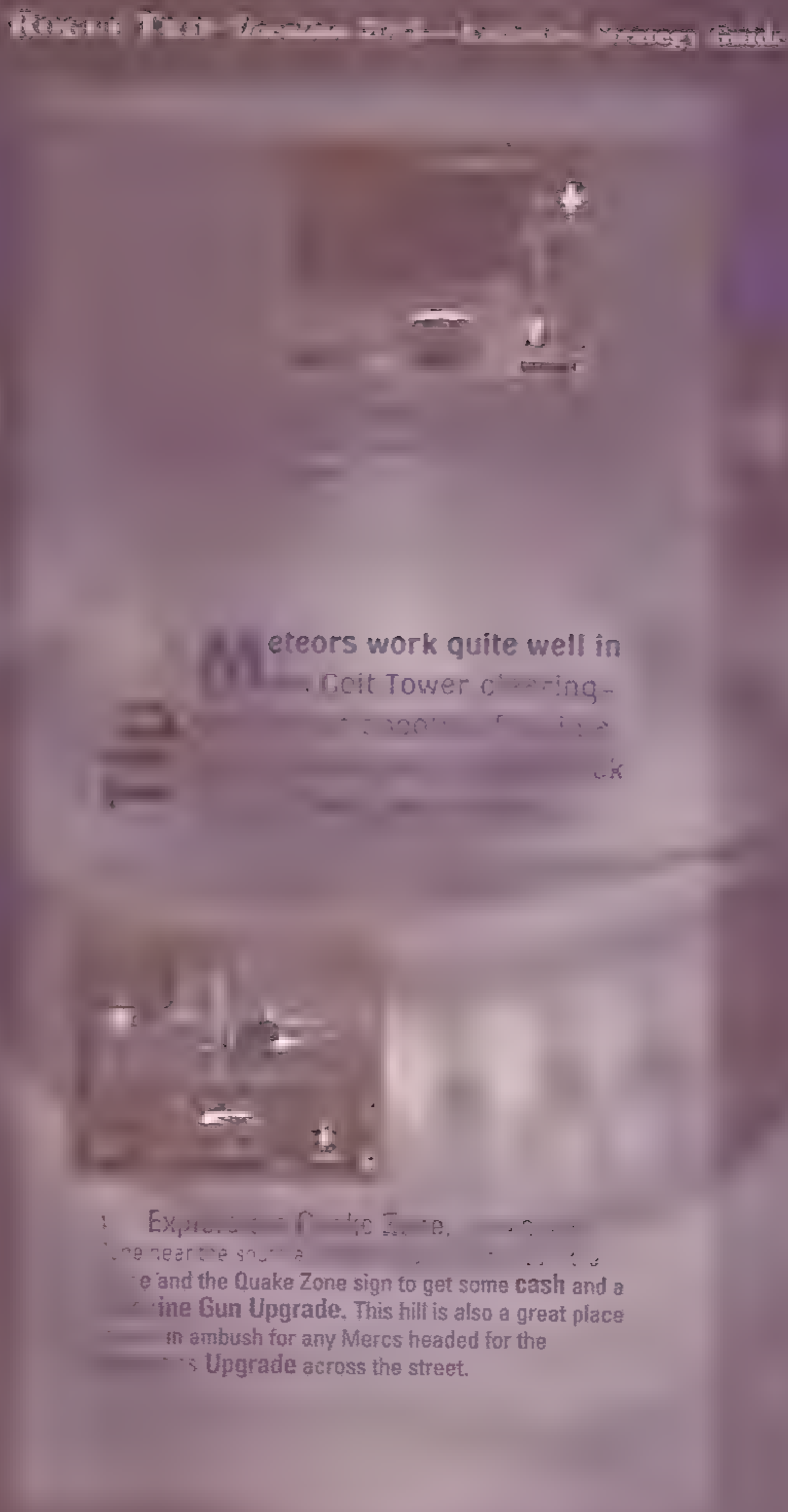


In some of the p
the Weapons l
of the rubble at the
only be reached through either
interiors to the east and west.

Consider ignoring the



2. **Don't overlook the secret path.** Blow up the building next to the Repair Station to reveal a secret path to Coit Tower and the Alcatrash Lookout. Although you can see Alcatrash through a gap in the hedges, it's not the main attraction here. You'll find **Blasters, Stas**, **RLBs**, and a fair amount of **cash** in the clearing.



TIP Rockets work quite well in Goat Tower clearing—just make sure you're in the right position.

1. Explore the Quake Zone. Head to the Quake Zone near the shore and the Quake Zone sign to get some **cash** and a **Machine Gun Upgrade**. This hill is also a great place to set up an ambush for any Mercs headed for the **Machine Gun Upgrade** across the street.

Weapons Upgrade. The northern end of both buildings' interiors are directly adjacent to each other, so you can move from one another, so



5. **Check out the ledges and alcoves.** There are ledges and alcoves that have **cash** and **weapons** tucked away in them. They're a bit more exposed than the building interiors, but you can get to them much faster if someone is on your tail.



blast the bulldozers that appear
in the southern
town, you'll eat the
cann
ped

the bird is to get the "knifed" down to the ground, or to the building perch—then wait on them from above.

A quick turbo run up the hill, or down is a good way to shake pursuit. In most cases, you won't be followed unless, of course, you have the tourist. When going downhill, use the broken pavement as ramps to launch you over oncoming vehicles and their weapons.

Bonus

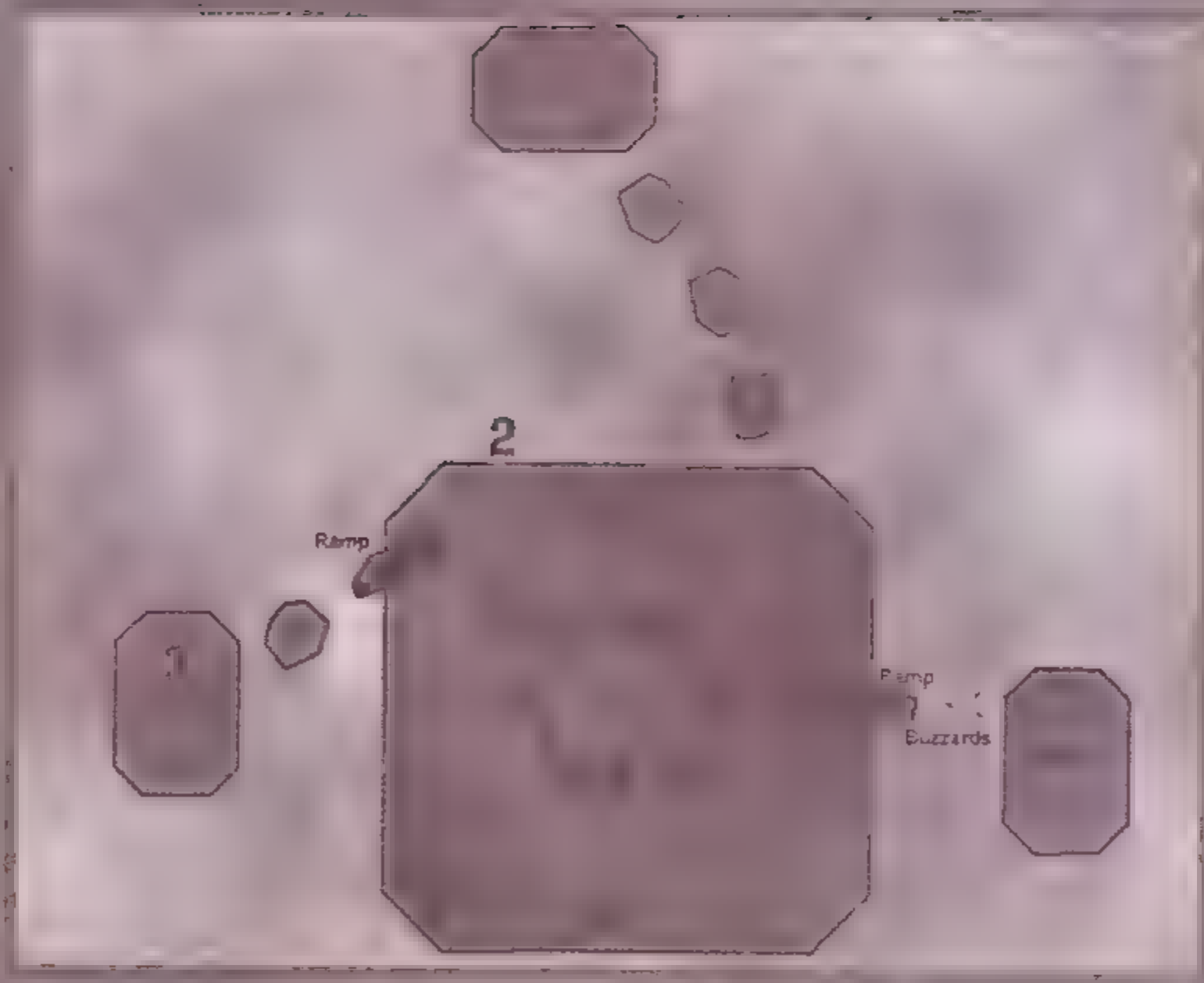
The Gulch

...ming," that is. Lock and lo
attle to the death!

h brings back all the
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The Gulch

Part II: A Vacation to Die For



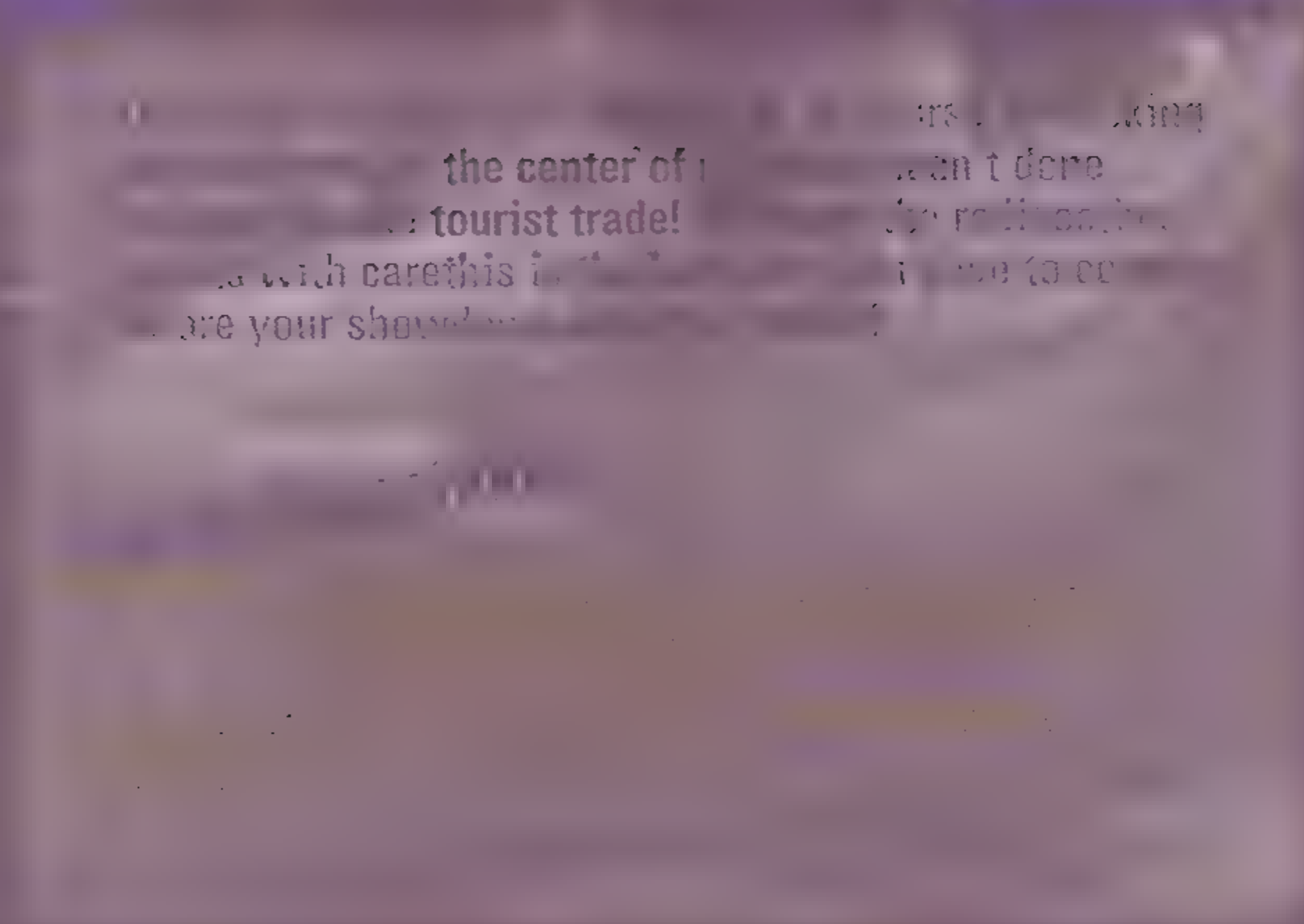


Don't count on using the town for cover—they are easily aggressive; quick kills are important here to earn maximum cash.



Watch out for the cliffs. The cars are easily, both for you and your opponents. If you're driving one of the higher mass vehicles, use it to your advantage. Slam into your opponents when they are near the edge and send them hurtling off into space.

Make York



the center of the tourist trade!
With care this is the best place to be
are your show!

†



crater.

They got off the
ground and
and just



Shoot the building down,
them down, get some cash
and to get the weapons in
their ruins. Some of the
buildings can be shot more
than once and they'll cough up
cash each time. This also
clears the area nicely so
can see the other Merc
coming.

Figure 10-10 Sure the other fibros over a temp. for a while, around in a circle, and then they'll drop to the ground quickly and let them fly over you so that you end up on their tail.

Added, +s
to remove

Spend your cash on repairs rather than weapons upgrades. In **Nuke York**, you need to be able to outlast everyone. Besides, the ground zero pit is a deathtrap—avoid it if at all possible.

THE FINAL BATTLE

Now that you've collected all the weapons and ammo, it's time to take on the final boss. The final battle takes place in the city of New York, where you'll find the Mech. The Mech is a giant robot that can move and shoot. It's the final boss of the game, and it's the only one that can take you out.

The Mech is a giant robot that can move and shoot. It's the final boss of the game, and it's the only one that can take you out. The Mech is a giant robot that can move and shoot. It's the final boss of the game, and it's the only one that can take you out. The Mech is a giant robot that can move and shoot. It's the final boss of the game, and it's the only one that can take you out.

Case 1: To drop the Mech, stockpile the weapons. Case 2: Use your car under the steepest ramp. Case 3: Use your car to weaken the Mech.

Case 1: To drop the Mech, stockpile the weapons. Case 2: Use your car under the steepest ramp. Case 3: Use your car to weaken the Mech. Case 4: Use your car to weaken the Mech. Case 5: Use your car to weaken the Mech.

to-toe with any of Big Daddy's vehicles; they are much more powerful than you by orders of magnitude. Use the entire map to your advantage and stay out of his way. Your missiles and weapons will seek him, so you can stay in the city and let the missiles do the work.

Case 1: Use your car to weaken the Mech. Case 2: Use your car to weaken the Mech. Case 3: Use your car to weaken the Mech. Case 4: Use your car to weaken the Mech. Case 5: Use your car to weaken the Mech.



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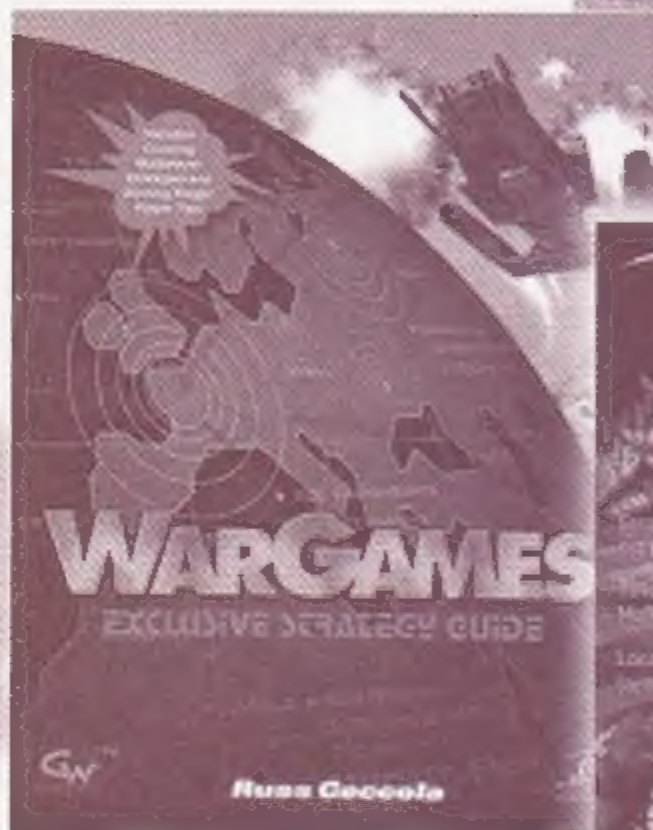
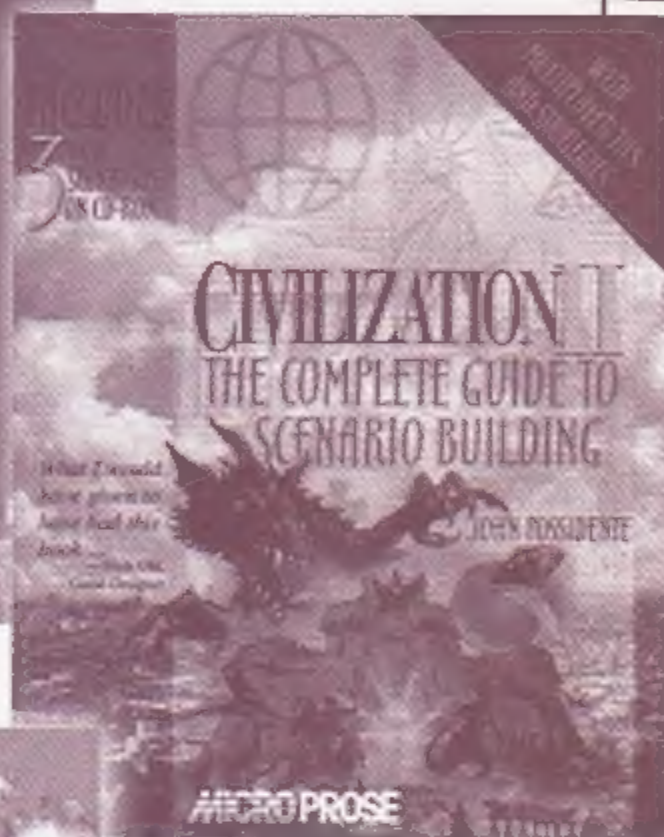
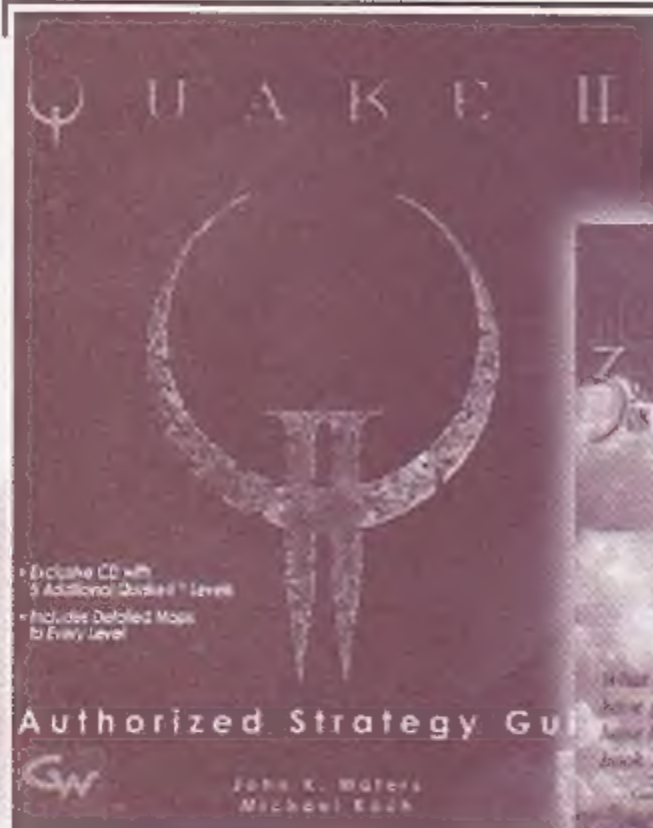
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play
the
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